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ODDWORLD STRANGER'S WRATH™



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ODDWORLD STRANGER'S WRATH

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ODDWORLD STRANGER'S WRATH™

PRIMA Official Game Guide

Michael Littlefield



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THE WILD WILD ODDWORLD

Oddworld is no place for the weak and the mild. It is a lawless land where criminals and outlaws seem to run the show. It's a place where the powerful exploit both the land and the weak for their own personal wealth while everyone else must suffer.

Home of the Grubb natives, the area is now controlled by Sekto and his Wolvark crew. They took the Grubbs' water, and the fish they used to eat, by damming up the river.

Furthermore, without their powerful Steef guardian to protect them and their land, the Grubbs are defenseless. They do what they can to get by, but if something doesn't happen soon, there is little hope for survival.

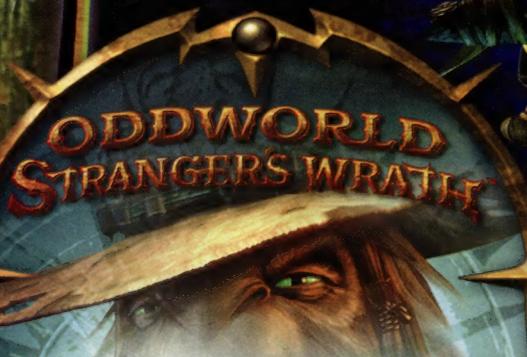
The Clakkerz also live in this land, but they have it easier than the Grubbs. They have found a way to set up towns in the barren lands. They survive and almost do well, but they too are not really in control of the land. They pay a price for their survival, but there is a sense of normalcy to their lives.

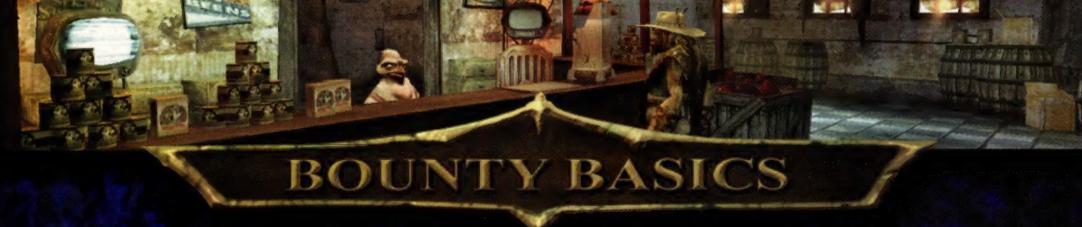
The outlaws and the Wolvarks are the grunts who control the less-fortunate creatures. Through pain and intimidation, they get what they want. They have all the necessary firepower to keep those Grubbs and Clakkerz under their control. There is nobody from the area who can stop them.

Who is the head honcho who has this land and its people under his thumb? Sekto came into the area, dammed up the water, wiped out the Steefs guarding the lands, and has the outlaws and criminals on his payroll. He controls what happens in these parts, including who lives and who dies.

Everything was going according to his evil plans until the creature with no name showed up. This bounty hunter is looking to make some moolah off the bounties in the different towns.

The mysterious figure, who the locals call Stranger, might just put a damper on Sekto's plans. Stranger is a tough fighter with a wide assortment of powerful ammunition to take down anyone who crosses his path. With him comes a secret that will change not only his life and Sekto's, but that of everyone living in the lands of Oddworld.





BOUNTY BASICS

In order to survive in the lawless lands of Oddworld you need to know the basics. The information in this section will not only help you survive, but it can also help you make lots of moolah.

TRAVELING

Stranger can travel over many different kinds of terrain in Oddworld. His normal means of transportation is running. After he runs in the same direction for a while, he can run at a faster speed. He can also jump and double jump to get to far away places. Also, his swimming skills are perfect for the water.

REFILLING HEALTH

As you make your way through the badlands to collect your bounties, you find countless enemies and lose health in the process. Your green health meter is in the top right of the screen. Directly under that meter is a small, blue meter, which is your stamina meter.

You can regain your health by shaking off, but you can only do so as long as some of your stamina meter is filled. Once the stamina meter is completely empty, you have to wait for some of it to refill before you can shake off and regain your health. Standing still out of harm's way refills the stamina meter.



ALWAYS SHAKE OFF TO GET HEALTH BACK BEFORE YOU VENTURE OUT INTO DANGEROUS TERRITORY.

GETTING MOOLAH

You're a bounty hunter, and the one thing that matters to you is moolah. Lucky for you there are a few ways to get precious moolah in Oddworld.

- Capture common outlaws and sell them at the bounty store.
- Capture outlaw bosses and sell them at the bounty store.
- Kill outlaws and collect the moolah they drop.
- Find moolah hidden in barrels and crates.
- Find native artifacts hidden around the land.
- Knock around the Clakkerz.



BOUNTY CAN

That strange mechanism on your arm is used to suck up enemies to add to your bounty collection. This device collects both unconscious and dead captives. Stand close to your target and activate your Bounty Can. The device starts to suck up your target and a yellow meter appears below your stamina meter. Your target is fully collected after the yellow meter is completely filled.



MOVE CLOSE TO THE FALLEN OUTLAW, THEN, FACING HIM, PRESS AND HOLD DOWN TO BOUNTY HIM.

YOU NEED TO COLLECT THOSE OUTLAWS IF YOU WANT TO GET PAID.



GAME VIEWS

There are two ways to view the game as you play: first person and third person. Each view has its advantages and disadvantages. Some actions can only be performed while in a particular view.

When you play in third person, you can run faster and jump farther than you can in first person. It is the only view you can use to climb ropes. Your only attacks in this mode are head butting, spinning your fists around, or building up speed and ramming things. This view is very versatile and should be the main view you use while traveling through Oddworld and interacting with the locals and environments.

The first person view lets you use your crossbow to fire your live ammo. This is more of the combat view, so use it during most of your fights. You can run and jump in this mode, but these actions aren't as good as they are in third person. This view automatically switches on when you ride elevators and mine carts.

FIGHTING TECHNIQUES

To survive in this world, you must know how to fight. Luckily, that is something Stranger is well equipped for, whether it be with his weapon or just his fists.

Live Ammo Crossbow

Not a fan of guns? Well, neither is Stranger. His weapon of choice is the crossbow, armed with all-natural ammo. It has dual launchers, so you can fire two kinds of ammo at the same time. Line up the circular reticle in the center of the screen on your target and squeeze the trigger. After the ammo clip you're using runs out, a new one is reloaded as long as you have enough in your supplies.

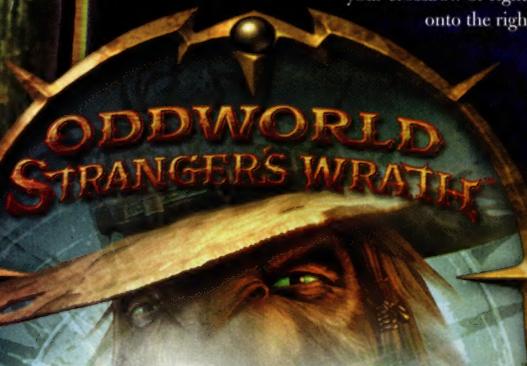
To check on your supplies or change ammo type, press the D-pad to the side. The game pauses and a sidebar appears showing what ammo you have. Press up or down on the D-pad to scroll between the different ammo types and get a description of what they do and how much you have. Stop on the ammo you want and press left to load it onto the left of your crossbow or right to load it onto the right side.



SELECT THE AMMO YOU WANT TO USE FROM THE AMMO MENU.



BLAST YOUR ENEMIES WITH POWERFUL AMMO FROM YOUR CROSSBOW.



Collecting Ammo

Your crossbow only uses live ammunition that can be found out in the wild. Instead of spending all your hard-earned moolah on ammo at the general store, you can just collect it. During your travels, keep your eyes on the ground and the air to look for the little creatures going about their business. When you see an animal you need to collect for ammo, use a Zapply blast to knock it out. Touch the unconscious creature on the ground to get the ammo from it.



BLAST THE CUTE AND CUDDLY CREATURES WITH YOUR ZAPPLIES SO YOU CAN ADD THEM TO YOUR AMMO SUPPLIES.

Hand-to-Hand Combat

Stranger has a great crossbow and multiple ammo types, but your body should also be considered a dangerous weapon. Pull the left trigger to perform a spin attack and the right trigger for a head butt. Both attacks knock an enemy silly, but you need to be close to do it. Running at top speed and ramming into enemies is also an effective means of disabling an opponent.



SMACK YOUR ENEMIES WHEN THEY GET OUT OF LINE.

HOW DO I KILL THEE— LET ME COUNT THE WAYS

Oddworld is a very dangerous place for you and your enemies. There are many ways to kill, and just as many ways to die. Use the weapons you have, as well as the features of the environment, to take out the bad guys who try to stop your quest.

Blast 'Em with Firepower

You have a weapon and you better know how to use it. Ammo like your Thudslugs, Boombats, and Stingbees is great for turning enemies into chopped liver.

Bounty 'Em Up

Outlaws are worth more alive than they are dead. Use the Bounty Can on your arm to capture outlaws and enemies when they're unconscious. The Bounty Can is great for getting enemies out of the way without wasting any ammo killing them.

Subject 'Em to Environmental Dangers

The terrain around Oddworld can be hazardous to the health of your enemies. Be aware of your environment and use it to your advantage when dealing with enemy forces. Using the environment can help you to take out multiple enemies easily and without causing much danger to yourself.

- Knock enemies off high places
- Knock enemies into water
- Knock enemies into fire
- Knock enemies into fans, grinders, etc.
- Knock enemies into electrical equipment





TO KILL YOUR ENEMIES, KNOCK THEM INTO THE FIRE.



OR DUMP THEM INTO THE WATER SINCE THEY CAN'T SWIM.

BREAKING THINGS

Throughout your adventure, you come across many things you can break using your fists or Zappflies. Be sure to break all the crates and barrels you find because you never know if there might be moolah hidden inside.

There are also breakable ammo boxes along the way. Each box has a picture of the ammo type that is inside. Break open the box and collect the ammo that spills out to refill your supplies.

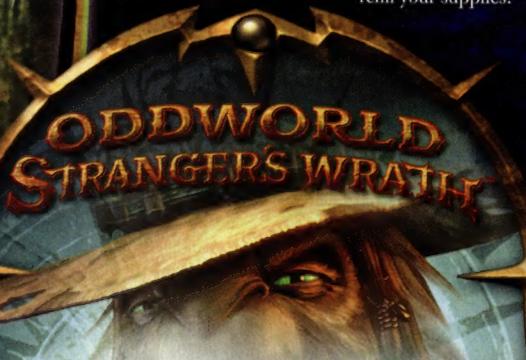
RADAR

You have a radar system at the bottom left of the screen. It remains off until enemies are near. Once it clicks on, your enemies are visible on the radar as yellow dots. Each dot shows the target's field of vision. If the yellow dot on your radar turns red, your target's suspicion has been roused. If the enemy doesn't see you again for a few seconds, he will figure he lost you, and your radar will return to normal.

Your radar also shows you the range of the Chippunks and Howler Punks that you fire in the area. Each of the little creatures appears on your radar as a green circle, indicating its effective radius. If an enemy gets distracted by one of them, part of the radar turns red.



WHEN YOUR RADAR TURNS ON, YOU KNOW THAT ENEMIES ARE CLOSE.



SPOTTED/HIDDEN

As you travel around Oddworld, the inhabitants and bad guys go about their business as usual—that is, until they see you. When one of your enemies spots you, an indicator saying "Spotted" appears above your radar. That means the bad guys are on to your presence and will most likely come over to your location to investigate.

Collecting your bounties isn't all about brute strength.

Sometimes you need a little secrecy and discretion. Always look for tall weeds along the trail, which can hide you from the view of your enemies. An indicator above your radar says "Hidden" to show that nobody can see you. An enemy can be standing directly in front of you and not see you as long as you're hidden. From your hiding spot, you can lure your enemies to you, making them easy prey.



GET INTO THE WEEDS TO HIDE YOURSELF FROM YOUR ENEMIES. CHECK YOUR RADAR TO SEE IF IT SAYS WHETHER YOU ARE HIDDEN OR NOT.

ROW YOUR BOAT

When it comes time to head upriver, you're given a boat. You can enter the craft by getting next to the side of it and pressing the activate button. Press the activate button to exit the boat. Move the thumbstick around to move the craft through the water.

Your boat has an automatic gun turret at the front that starts to fire as soon as enemies are spotted nearby. The boat's gun is extremely powerful, but you can help in fighting the bad guys. While in your boat, you can bring up your crossbow and shoot anything you want. While your crossbow is up, you can't steer or move your boat.



THE BOAT IS EASY TO USE AND EVEN HAS ITS OWN GUN.



ODDWORLD INHABITANTS

THE GOOD

The majority of Oddworld is made up of those folks just trying to live their lives in peace. But there are always those who want to disrupt that peace. Try to keep in the company of those good citizens while you try to stop the bad guys.

Stranger

Nobody knows your name, nobody knows where you came from, and nobody knows exactly what you are. To tell the truth, nobody really cares. What they do know is that you are a bounty hunter who rolls into town to catch some bad guys and collect your moolah.

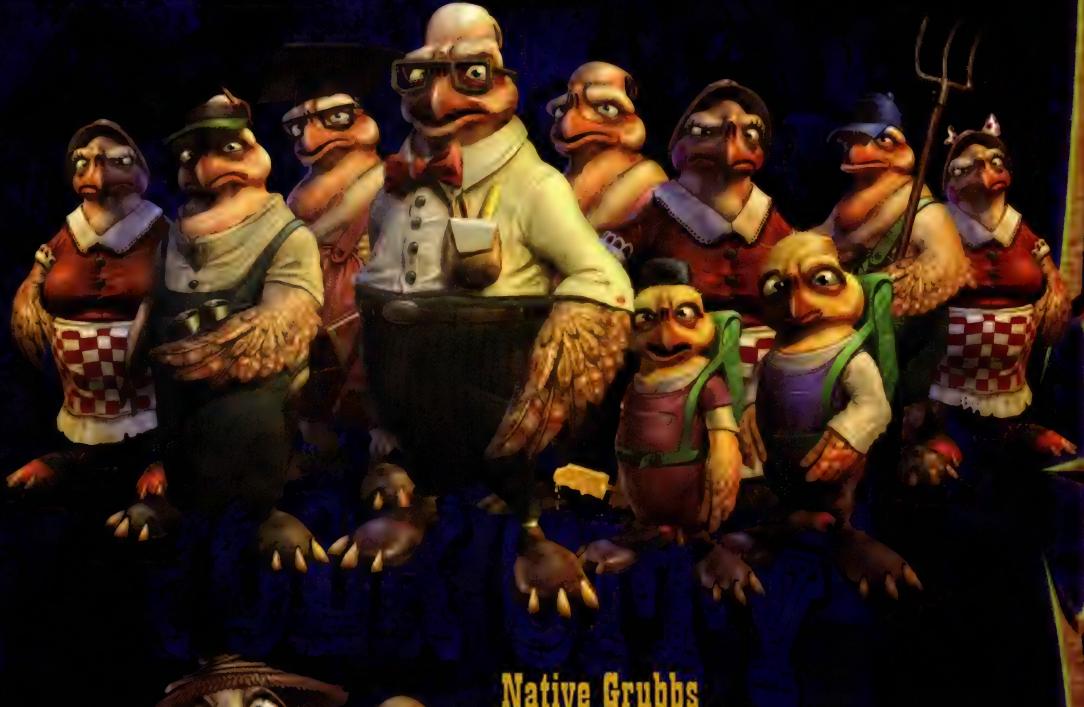
The townsfolk just call you Stranger, and that's OK with you. They see you just as a bounty hunter, and that's all you really see yourself as too. Still, there is something different about you and your true destiny is yet to be revealed.



Clakkerz

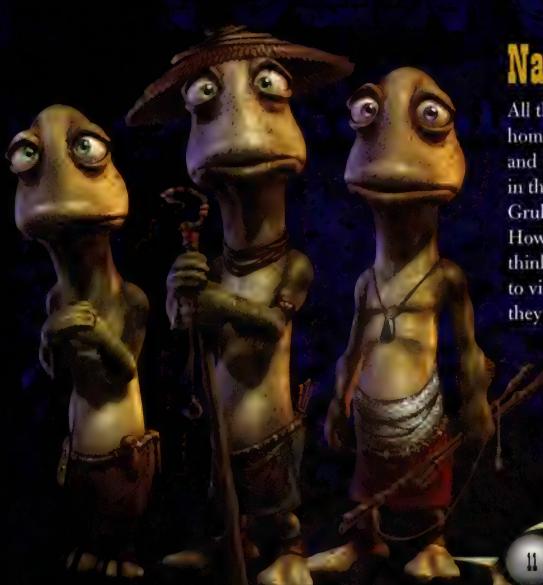
The chicken-like Clakkerz run the towns around Oddworld where you can pick up bounties at the bounty stores and supplies at the general stores. These Clakkerz are defenseless and rely on the help of bounty hunters such as yourself to protect them.

The Clakkerz might fear the outlaws in the area, but they also don't really care for an outsider like you. Try to talk to them and most of the time you get some kind of smart remark. Since the Clakkerz are such chickens, it is easy to shake them down for a little extra moolah. Hey, what you do is hard work, so you've earned it!



Native Grubbs

All the Grubb natives wanted to do was live in peace in their homeland. Sekto changed all that when he dammed up the river and took away their water. The Grubbs used to have a protector in their Steef, but he has long since disappeared, leaving the Grubbs to suffer at the hands of the Wolvarks working for Sekto. However, the Grubbs aren't as weak as you might think. All they need is someone to lead them to victory and help them get back the lives they once lived.



THE BAD



Without the bad guys running around causing problems, there would be no need for a skilled bounty hunter like yourself. For every town full of innocent citizens, there are those who try to take advantage of them. With your skills you can protect those townsfolk—for a price.

Outlaws

The dusty lands of Oddworld are overrun with outlaws trying to take the inhabitants for everything they have. The outlaws have worked too hard to give it all up and let you get in their way. Expect heavy resistance whenever you come across these thugs. You need to put them down, bag them up, and bring them to justice.



Outlaw Shooter

The Shooter is one of the most common outlaw types you find out in the wastelands of Oddworld. Short on brains and quick on the trigger, these are dangerous enemies. Lucky for you they aren't that accurate with their shots.

Outlaw Nailer

The Nailer is a brute who is more than willing to give you a beatdown. The good news is that Nailers have to get in close to harm you. The bad news is that they are extremely tough. It takes some of your most powerful ammo to put them down.

Outlaw Flamethrower

This outlaw is always ready for a BBQ, and he brings the flames with him. The flames he shoots are extremely powerful but they don't have a very long range. Keep your distance and blast him from far away. He is a tough thug, so it takes a lot to beat him.

Outlaw Semi Auto

This outlaw runs rampant throughout Mongo Valley and sports a bigger weapon. He can also take far more damage than other outlaws. He wears a distinctive blue vest and goggles.

Outlaw Cutter

The Cutter has some sharp blades on his knuckles. He sneaks in silently and tries to carve you up like a Thanksgiving turkey. Make sure you put him down before he gets close enough to slice you up.

Outlaw Mortar

These fellows carry their heavy firepower on their backs. As soon as they catch sight of you, they prepare to fire the ammunition. They are tough customers, so your heavy firepower is required to prevent them from launching. If they do get their missile off, you need to keep moving to keep the missile from coming down on your head.

Outlaw Bomber

The Bombers are the craziest outlaws of them all, with total disregard for their own safety. They have explosives strapped to themselves and charge at you as soon as they see you. Shoot these guys on sight before they get too close and watch them explode into tiny, bloody bits. If they are able to make it to you, they explode, and you take massive damage.

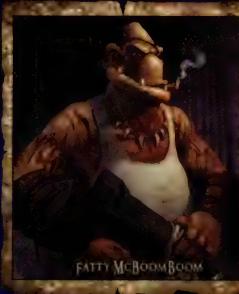
Outlaw Sniper

Snipers are the sneakiest outlaws of the bunch. These guys like to take cheap shots at you while trying to stay out of harm's way. Because they like to stay in out-of-the-way places, you have to keep an eye on your radar to get an idea of where they might be hiding. Once you get a fix on their location, you can drop them with some well-placed shots.



Outlaw Boss Bounties

If you want big-time moolah, you have to pick up big bounties at the bounty store. The big bounties are reserved for the head honchos who run the show and control the outlaws around the area. Once you have your assignment, you can go out and collect. Each outlaw boss has his or her own territory that you have to fight through in order to get to the boss. Collecting these bounties is dangerous but well worth the effort. Just make sure you're well-armed.





Wolvarks

Wolvarks are the true working-class creatures of Oddworld. They are always willing to put in a half day's work performing the menial jobs for larger businesses like Sekto's Dam. Unfortunately, they are also more than willing to kill you and collect the reward you have on your head. There are many different kinds of Wolvarks you need to be aware of.



Wolvark Shooter

Wolvark Shooters are everywhere along Sekto's Dam and all of them want a piece of you. Quick on the draw and mean as heck, the Shooters waste no time in getting their buddies to join in the hunt for you. Use your own ammo to take them out before they do you any real damage.

Wolvark Grenadier

The Grenadier is one of the craftiest Wolvarks around. Grenadiers carry large shields to protect themselves from your attacks. They only put down their protection long enough to throw explosives at you. Be sure to strike as soon as the shield goes down and before they make their toss. Keep your distance from any grenades that they do happen to throw.

Wolvark Slog Handler

The Slog Handler seems to have a way with the Slugs. He carries a large pack on his back that holds a lot of those vicious little buggers. After he sees you, he starts to release the Slugs one at a time. Blast him with your crossbow to put him down before he gets a Slog off.

Wolvark Sniper

Snipers have a tremendous range on their weapons and can hit you from any distance. It can be hard to see them, so you have to use your radar to get an idea of where they are. Also, look for their shots and follow them back to the source to locate the enemy. Snipers can be so far away that you most likely have to use your Sniper Wasps to take them out.

Sekto's Security Wolvarks

An upgrade to normal Wolvarks, these guys are ready for battle. They wear protective gear and you can see their special goggles on their eyes. The good news is that if you blast these fools like normal Wolvarks, they fall just the same.



Shock Tank

As if those Wolvarks weren't bad enough, they had to create the Shock Tank for added firepower. These tanks are powerful up close, so try to keep them at a distance.

Blast them with Riot Slugs and Boombat Seekers to break them apart. Once they break, you have to deal with the Wolvark driver inside.



Sekto

The true evil mastermind of Oddworld, Sekto has built a dam to steal the water away from all the folks in the area. He is even worse than the most ruthless of all the outlaws. Whatever the cost, whatever the price, you have to put a stop to Sekto and his evil empire. Make your way across Oddworld and through his large dam to find him in his office.

Gloktigi

The Gloktigi are Sekto's pets—he uses them to do his bidding. You find these large creatures guarding his dam. If you aren't quick enough and able to find cover, you'll find yourself immobilized in the sticky, green goo that they fire at you. While you're helpless, they move in and whack you with their pointy legs.



AND THE STRANGE

Vykkers Doctor

The *good* doctor is the only one around that you know of who can perform the surgery that you need. Unfortunately, he knows he's the only one who can do the surgery, so his prices are outrageous. If you want the surgery, you have to find some way to get the moolah he wants.

Scuz

Scuz is a lowly fellow living in the sewers who was once an associate of Packrat Palooka. Now that their relationship has soured, he is willing to give you the password to get into Palooka's junkyard. The only thing he wants is for you to take out Palooka.

Sleg

The Slegs are wild beasts that roam different parts of the land. They are vicious, little creatures with mouths full of sharp teeth. As soon as one spots you, it rushes in for the attack. They aren't too strong, though, and a Zappify shot easily puts them down. If one does sink its teeth into you, you'll take a big hit on your health.

Steef

Steefs were large, powerful beasts that once roamed the lands of Oddworld, but no one has seen one in a while. The Grubb natives counted on them for protection, and as soon as they disappeared, the Grubbs became the prey of the Wolvarks. Sekto had a part in their disappearance and has a large collection of their heads and horns on the walls of his office. He still has a large bounty out for a fresh Steef head. Too bad there aren't any Steefs left—or are there?

AMMO AND ITEMS

LIVE AMMO

Stranger hates firearms and only uses a special crossbow when going after the bad guys. The crossbow is unique because it only uses live ammo—living, breathing, cuddly ammo. This ammo is all natural and you can find an endless supply out in the wild. You might feel bad shooting the wide-eyed creatures from your crossbow, but it's for a greater good—to get you more moolah and save your hide.

Bolamites

Fire Bolamites at enemies to temporarily wrap them in a sticky web so that they can't move or attack. Your enemies are only temporarily incapacitated, so you have to either collect them or kill them quickly before they break their bonds. This ammo is great for collecting live bounties. Look for cobwebs to hunt for Bolamites for your collection.



Boombats

When you want to put the hurt on and cause heavy damage, this is the ammo for you. Fire these critters at your enemies to cause big explosions that damage everyone close by. You can find Boombats flying around brown nests along the cliff walls high above the ground.



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Chippunk

Once fired, a Chippunk taunts any victim that is close enough to hear it. Chippunks are a great tool for luring enemies to where you want them. Use them to entice an enemy away from others so you can capture him without being detected. Hunt for these chatty, little creatures near small, green bushes.



Puzzles

Puzzles are great for causing chaos and panic. Fire these little balls of fur into a pack of bad guys and watch the Puzzles attack. They cause moderate damage to anyone unlucky enough to get too close. You can also fire Puzzles at the ground to lay traps for anyone walking close by. You can hunt for these balls of fluff near brown nests on the ground.



Stunkz

A Stunkz creates a foul, green cloud of putrid gas when it hits the ground. Fire a Stunkz into a group of enemies and this stinky gas cloud temporarily incapacitates everyone in the stench. You must quickly take out the bad guys before the gas cloud dissipates. You can hunt for these little creatures in the wild.



Sniper Wasps

Bring up your scope and you see a small, black reticle in the center of the screen, plus the number of wasps you have in the bottom right. Put the reticle on your target in the distance to get an instant kill. Because the Sniper Wasp is silent, other enemies nearby aren't alerted to your presence unless they see their buddy killed.



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Stingbees

Stingbees are fired in rapid succession, causing moderate damage to their target. These bees even have a homing effect to zero in on their victim. Use Stingbees to finish off enemies who might be knocked out on the ground. Look for the nests hanging around and you find the Stingbees swarming. Just shoot them down and add them to your ammo.



Thudslug

The Thudslug is a solid creature that causes heavy damage when it hits its victim. The blast sends an enemy flying backwards. When the target lands, he's knocked out and hurting in a bad way. You can find these creatures flying in the air for you to shoot down and collect.



Zappflies

Zappfly ammo is unlimited, so once you receive it at the main gate, you're set. Once on your crossbow, the Zappfly is ready to be fired. Hitting your enemies with a fully powered Zappfly

knocks them out and causes light damage. A fully charged Zappfly blast also breaks boxes, detonates explosive barrels, and activates machines that have blue surge targets.



Ammo Upgrades

Halfway through the game you get new and improved ammo. This new ammo might look similar to the stuff you had before, but it packs more of a punch, which you need to survive later in the game. You can find these critters the same way you found the originals.

Bola Blast

The Bola Blast is an upgrade to the Bolaclites. Shoot this ammo to incapacitate a group of enemies. The blast knocks a group of enemies backwards and wraps them in webbing so they can't move or attack. The bad guys eventually break out of their bonds, so you have to collect them to your Bounty Can or kill them quickly.



Boombat Seekers

This ammo is an upgrade to the Boombat. A single shot fires multiple seekers that speed toward their target. Boombat Seekers inflict heavy damage on anything they hit, causing a huge explosion. Use them on your toughest enemies or on large turret guns.



Howler Punk

The Howler Punk is an upgrade to the Chippunk and lures multiple enemies to it instead of just one. Fire the Howler Punk into the areas you want to lure your enemies, then you can wrap them all up with a Bola Blast.



Rabid Puzzle

The Rabid Puzzle is even more vicious than the original. Multiple Puzzles get fired with a single blast. These powerful Puzzles do heavy damage and cause enemies to run around in a panic. Just like the original, you can fire them at the ground to lay traps.



Riot Slug

Riot Slugs pack one of the biggest punches in the game and cause heavy damage to anything they hit. Firing at a group of enemies knocks them backwards. At close range, Riot Slugs can kill most creatures in one shot.



Spark Stunkz

The Spark Stunkz create a stinky vacuum that sucks multiple enemies toward it. Use this ammo to bring enemies close together, then you can collect or hurtle them to their doom.



Super Stingbees

Super Stingbees are an upgrade to the Stingbees and are fired in rapid succession, causing a medium amount of damage to your enemies. The rapid stream of homing bees flies in to damage and delay anyone in its path—great for finishing off your targets.



ITEMS

Buying items in the game isn't necessary to your survival, but it sure helps. Whether the items give you more ammo or increase the power of your attacks, always buy any and all items available at the general store.

Ammo Additions

Bolamite, Chippunk, Fuzzle, Thudslug, and Stunkz Attractor: These Attractors draw their specific critters to your location, making them easier to collect.

Fuzzle Loader: Speeds up Fuzzle reloads for your crossbow.

Thudslug Loader: Speeds up Thudslug reloads for your crossbow.

Chippunk Clip Extender: Lets you hold more Chippunks.

Stunkz Clip Extender: Lets you hold more Stunkz.

Stingbees Clip Extender: Lets you hold more Stingbees.



Boombat Clip Extender: Lets you hold more Boombats.

Bolamite Clip Extender: Lets you hold more Bolamites.

Ammo Bags

The different sizes of Ammo Bags allow you to hold more ammo. The more ammo you can carry, the more shots you can take at your enemy's head.



Binoculars

Use these to zoom in on unsuspecting prey and to listen in on enemies.



Brass/Steel Knuckles

Slide the Brass Knuckles onto your fist to add some extra power to your punches. The Steel Knuckles are an upgrade to the Brass Knuckles and cause your fist attacks to do even more damage.



Breeder Bag

You get the Breeder Bag after you meet the Grubbs natives. Every time you collect a Wolvark into your Bounty Can, the Breeder Bag turns it into ammo for you.



Moolah

Moolah is what makes the world go round in Oddworld. You can find moolah by breaking barrels and crates, killing outlaws, and even by putting the squeeze on the Clakkerz. It doesn't matter how you get it, but you need moolah to buy items at the general store.



Stamina Boosters

There are three different Stamina Boosters in the game, ranging from small to large. The small booster increases your stamina a little bit and the largest increases it by a lot. Collect all three to increase your overall stamina to its max.



Stamina Regeneration Boost

There are two kinds of Stamina Regeneration Boosters in the game. The lesser of the two boosts lets you get your stamina back faster than normal. The second boost is a lot more powerful and gets your stamina back in no time.



TUTORIAL

YOU'RE THE BOUNTY HUNTER WHO EVERYONE CALLS STRANGER. BUT RIGHT NOW, IT'S YOU THAT'S BEING HUNTED BY ONE OF THOSE DANGEROUS OUTLAWS. WHAT THAT GOON DIDN'T REALIZE WAS IT WAS ALL A TRAP TO CATCH HIM. SOME PUZZLES AND A BOLAMITE SET HIM UP FOR AN EASY BOUNTY.

Bounty: Blisterz Booty

Blisterz Booty is a ruthless outlaw who has escaped justice until now. You set the trap and he falls right in. Now all this outlaw is good for is getting moolah in your pocket.



WANTED



ODDORLD STRANGERS WRATH



Follow the pink arrows as you move through the tutorial. They will point you where you need to go.

The ruthless outlaw that was shooting at you is all wrapped up, harmless as a sleeping baby. He should have known better than to mess with the Stranger. Only thing left to do is return to the bounty store in town and collect the bounty.

After you've collected the fallen enemy, follow the pink arrow onto the elevator. As you ride the elevator up, your view automatically changes to first person.



BLISTERZ IS YOUR VERY FIRST CATCH. CONGRATULATIONS.

You see another pink arrow next to the stone stairs after your ride is over. Use your jump button to hop from step to step. When you get to the extra-tall step, you have to hit the jump button twice to perform a double jump to get to the next level. Use the double jump again to leap to the platform in the middle of the water, then to the ledge on the other side. Continue to follow the pink arrows through the level.



DOUBLE JUMP TO GET TO THE NEXT PLATFORM.

Follow the short ledge until it ends. Jump on the rope hanging nearby and climb to the top. Jump to the ledge and climb the next rope you find. Double jump to get to the path after you climb to the top.

Follow the path down a short drop-off until you get to a wooden fence. Use your fist attack to smash it to pieces so you can keep going. When you get to the gap in the pathway, use your double jump to get to the center platform, then again to get to the other side. When you're not looking, an Outlaw Cutter sneaks up behind you and slices away some of your health with a cheap shot.

Shake off the damage to regain your health and the gate opens. After you run through the gate, jump down to fight that no-good outlaw. Give him a beatdown with your fists until he's knocked out and ready for you to capture. Jump up the next few ledges and climb the rope to the top ledge. Jump down the other side and follow the trail to a heavy door.



WOODEN FENCES CRUMBLE FROM THE MIGHT OF YOUR POWERFUL FIST ATTACK.

Smash through the heavy door down the path and keep moving. Through the hole in the wall, you can see an enemy in the area below. Fire a Chippunk onto the rickety wooden bridge to lure that fool to his doom. A few steps onto the bridge and it collapses, sending its occupant crashing to the ground below and knocking him out.



The door nearby opens so that you can continue. Jump to the floor and collect loot on the ground near the bad guy, then suck up your captive. A doorway to another elevator opens nearby. After the elevator ride, you can hear a loud voice somewhere in the distance warning people that you are in the area. There must be more outlaws trying to rescue your prisoner.

CHIPPUNK

Shoot these cuddly, little creatures out of your crossbow to attract enemies to different locations. Their annoying insults and chitter-chatter send your enemies into a frenzy.



FIRE YOUR CHIPPUNK ON THAT OLD RICKETY BRIDGE TO LURE THAT OUTLAW TO HIS DEMISE.

Continue to follow the path until you get to another break in the trail. Jump to grab the horizontal rope and push forward to cross the gap. Once safely on the other side, press jump again to land on solid ground. Follow the trail and jump to the next low area, where you're greeted by more outlaws. Use your fists to hand out beatdowns until both outlaws are unconscious.

Collect them, then follow the path and ride the next elevator.

BOLAMITE

Fire the Bolamite at your enemies to wrap them in a sticky web. This bundles them up, making them easy to collect.



Run into the high weeds and look through the hole in the wall to see a guard pacing on the other side. Use your crossbow and fire a Bolamite at him. As soon as he's incapacitated, the door to the left opens. Run into the area and collect the bad guy, then ride the elevator to the next level.



THE TALL WEEDS HIDE YOU WHILE YOU FIRE AT THE ENEMY ON THE OTHER SIDE OF THE FENCE.

The outlaw thugs you find want to stop you from turning in your big prisoner. Collecting the bounties isn't a big score, but moolah is moolah. Hide in the weeds after you get off the elevator so you don't get spotted by the thugs in the area below. Shoot a Chippunk to the left side to lure one of the enemies over and out of sight of his friend. Bind him with a Bolamite, then jump down and add him to your collection. Follow the path to the other outlaw and bind him before he knows what happened. Scoop him up and ride the elevator to the next area.





LURE YOUR ENEMY TO THE SIDE SO THAT YOU CAN CAPTURE HIM WITHOUT ANY INTERFERENCE.

STUNKZ

Lucky for you the Stunkz only stink after you fire them. Shoot them into crowds of enemies to incapacitate your foes for a short period of time.



Once you get to the next level, you can see a small group of bandits on the other side of the stone walkway. Hide in the weeds at the top of the elevator and wait for them to come to you. After they stop in front of you, fire your new Stunkz into their midst to make them double over, gagging. Collect two of them while they gag. You won't have time to collect the third before he stops gagging so just knock him over the ledge with your fists. Run to the end of the stone walkway and take a ride on the elevator.

FUZZLES

These soft, cuddly balls of fur have razor sharp teeth and an appetite for outlaws. Fire these critters at enemies to send the bad guys running around in a panic.



Get your crossbow ready with Fuzzles, and look through the hole in the wall to see enemies standing on the wooden platform in the next area. Fire a Fuzzle at each one to send them running into the water in a panic. Since they can't swim, they drown. After the last enemy on the platform has run into the water, fire more Fuzzles at the pink arrow in front of the next door. The Fuzzles will get the thug who enters in ten seconds. As he runs around in Fuzzle-induced terror, wrap him up and collect him. With your enemies gone, jump in the water to collect the loot the dead bandits left. With loot in hand, run into the wooden shack that last outlaw came from and up the wooden ramp to the right.



THE OUTLAWS ON THE OTHER SIDE OF THE GATE GO CRAZY WHEN THE FUZZLES START TO ATTACK THEM. ALL YOU HAVE TO DO IS WAIT FOR THEM TO FALL IN THE WATER AND ELIMINATE THEMSELVES.

ZAPPFLIES

Zappflies (Surge Bugs) fire a bolt of energy that can be used to hurt your enemies or knock out critters for you to collect for ammo. The best part of this ammo type is that your Zappfly supply never runs out, so shoot freely.



Run along the long wooden hallways inside the wooden building. After you receive the Zappfly, use the D-pad to access the ammo selection screen. Load up a Zappfly and follow the hallways to the closed door. With your Zappfly fully charged, you can blast the surge activator to the right of the door to open it.

Once outside you'll need to hunt four different kinds of Oddworld creatures. These are some of the creatures you'll use for ammo and each can be knocked out with a Zappfly blast. Move down the trail and knock out the Chippunk first, then a Bolomite, followed by a Stunkz, and last but not least, a Fuzzle. Touch each unconscious creature to add it to your ammo supplies.



AMMO IS EVERYWHERE IN ODDWORLD. ALL YOU HAVE TO DO IS COLLECT IT.

After you gather all four creatures, a surge activator opens on the other side of the water. Run to the water's edge and hit the activator with a fully charged Zappfly. With a successful hit, the bridge deploys across the river.

As you cross the bridge, outlaws appear on the other side. Knock one out with your Zappfly and wrap the other with a Bolomite. Gunfire rains down on you from the old shack on the right, so quickly capture the two incapacitated bandits.

Run around the stone base of the crane to the left and let your Zappfly charge up. Blast all the explosive barrels on the second floor of the shack to kill the guard up there. Rush the last outlaw on the porch and wrap him up with a Bolomite. Collect those last two outlaws and gather up all the loot in the area. With loot in hand, travel up the hillside. Follow the trail to a closed gate in Gizzard Gulch that is watched by a Clakker in a protected booth. You have to give up your weapons for now, but you'll get them back later. It's time to drop off Mr. Booty and collect the bounty.



USE THE STONE BASE OF THE CRANE AS COVER WHILE YOU TAKE OUT THE BAD GUYS.



YOU'VE MADE IT BACK INTO TOWN, AND BLISTERZ BOOTY IS THROWN IN JAIL WHERE HE BELONGS. YOU BROUGHT IN THE PRISONER, SO NOW IT'S TIME TO COLLECT YOUR BOUNTY.



GIZZARD GULCH



YOU MADE IT TO GIZZARD GULCH—NOW TURN IN YOUR PRISONER FOR THE REWARD. YOU NEED TO GET ANOTHER JOB AND TURN IN THE LESSER BAD GUYS YOU COLLECTED ON YOUR WAY INTO TOWN. AFTER YOU EXIT THE JAIL, TURN LEFT AND RUN DOWN THE STREET. ENTER THE BOUNTY STORE ON THE LEFT SIDE OF THE STREET. TALK TO THE CLERK BEHIND THE DESK TO GET YOUR MOOLAH AND ACCEPT YOUR NEXT ASSIGNMENT.



YOU MADE IT TO GIZZARD GULCH. NOW TURN IN YOUR CAPTIVES FOR SOME WELL-EARNED MOOLAH.



ODDWORLD
STRANGER'S WRATH

Bounty: Filthy Hands Floyd

Floyd's known for robbing wagon trains. Go out the north gate, past the farm—that's where the wagons have been disappearing.



WANTED



DEAD OR ALIVE

Floyd's been attacking the wagons heading into town and he boasts that he hasn't even gotten started yet. Until you put a stop to his activities, the general store won't have any supplies for you to buy. Follow the road outside the bounty store to the right, then follow the road left after you pass the general store. The north gate at the end of the road opens when you get close. A Clakker outside gives you back your crossbow with only Zapplies as ammo.

From now on you'll have to hunt for most of the ammo you need. Shoot a couple of Chippunks on the ground nearby to get more ammo, then continue down the road. Shoot a Zapply (a powered-up Surge Bug) at the blue surge target to open the gate. Run down the road and pass up the two Clakkerz by the side of the road.

Try as you might to continue, the bridge is out, so you must find another way across. Run to the red flowers next to the far wall on the right side of the canyon. Use your double jump to clear the large steps and get to the other side.



WITH THE BRIDGE OUT, YOU HAVE TO TRAVEL ALONG THE ROCKS AT THE SIDE OF THE CANYON. THOSE CLACKERZ SHOULD HURRY UP AND FIX THAT BRIDGE.

Run along the left cliff wall until you reach some weeds and you find two outlaws arguing next to the cliff wall. You could wrap them up and collect them for a bounty, but why not put them out of their misery? Take a shot with your Surge Bug at the blue surge target on the crane to the right. If you hit it, the large boulder it's holding drops on their heads. Bloody bits and bones go flying. Well, that was easy.



THAT BOULDER IS HANGING PRECARIOUSLY OVER THE HEADS OF THOSE BANDITS. WHAT WOULD HAPPEN IF YOU SHOT THE BLUE SURGE TARGET ON THE CRANE HOLDING THAT BOULDER UP?

Collect the loot on the ground and follow the road until you see some Bolamites near an old house on the left. Stock up on Bolamites while you're there. Follow the road again

until you get to a closed gate. Shoot the blue surge target with your Zapplies to open it. Blast the outlaw on the other side of the opened gate with the Zapplies to knock him out for an easy capture.

Keep to the right canyon wall as you follow the road. Two more thugs block your path. A couple of quick Zappy shots knock them out, making them perfect for you to capture. Farther down the road is another outlaw waiting to get zapped. Follow the path through the tunnel until you see the bandits blowing up part of the canyon walls to block the wagon train.



HIDE IN THE WEEDS AND LURE THE OUTLAW OVER TO YOU WITH A CHIPPUNK. WRAP HIM UP AND NO ONE GETS HURT.

Duck into the tall weeds closest to those outlaws. Stand to the back of the weeds while making sure you stay hidden. Fire a Chippunk directly in front of you to lure over your first target. After he gets close, you can bind him up and collect him without ever leaving the safety of the weeds. Get the other two goons the same way or knock them out with your Zapplies.

The road is still blocked, so climb the set of ropes on the side of the trail. Collect some Puzzles on the wooden walkway as you go. At the very top, follow the wooden walkway along the cliff wall. When the walkway ends, drop to the next level and then the next. Jump to the ground below and hide in the tall weeds. Lure nearby enemies over with Chippunks so that you can wrap them up and collect them.



SINCE THE TRAIL IS BLOCKED, YOU HAVE TO CLIMB THE ROPES NEXT TO THE WOODEN SCAFFOLDING ALONG THE CANYON WALL.

After all the nearby outlaws are taken care of, run down the trail and hide in another clump of tall weeds. Take out the next set of bandits just like the last. More thugs show up to patrol the area. Stay near this clump of weeds until every last enemy is in your collection.

After the last of the outlaws is safely out of commission, a Clakker from the wagon train comes out to thank you and help you find the tunnel entrance back to town. Unfortunately, Filthy Hands Floyd shows up and flattens him. Alive or dead, Floyd is coming back with you.



ODDWORLD STRANGER'S WRATH

BOSS BOUNTY TIME

Filthy Hands Floyd

Recommended Ammo:
Bolamites



Run up the wooden ramp ahead and up the two dirt slopes to the left to get up to the same level as Floyd. If you're quick enough, he won't get any shots off from his repeating rifle.

After you get to the same level as Floyd, stand next to the large rock at the top of the dirt ramp. Use the Bolomite to wrap up Floyd. Once Floyd is wrapped up, you need to collect him quickly before he breaks the webbing. After Floyd is captured, any remaining outlaws left in the area run for the hills. The wagon train occupants come out to thank you for your good work and a Clakker opens up the mine entrance leading to town.



Run up the slopes to get to the upper level, where you find Floyd.



Use the boulder at the top for cover and let the bad guys come to you.



Floyd is all wrapped up and ready to be turned in for bounty. You're cleaning up Gizzard Gulch one outlaw at a time.

Smash the wooden barrels around the area to find some hidden bags of loot and replenish your ammo. After you're done collecting, head through the mine entrance in the cliff wall on the upper level. Run along the mines, jumping debris in your way, and get ready to fall to a lower shaft after you run onto the old wooden bridge. Continue to follow the mineshaft until you get back outside.

Those dang outlaws keep blowing stuff up...including themselves. Jump along the ledges of the cliff wall. Three outlaws are waiting to get the jump on you near the windmill. Hide in the tall weeds and use your Zappflies to knock them out. Jump down and add them to your collection while they're unconscious. Hit them again if any wake up before you're able to collect them.

Two more goons are waiting in the shack down the path across from the windmill. Unfortunately for them, they're standing next to an explosive barrel. Shoot the barrel with Zappflies to kill the outlaws. Don't forget to collect their dead bodies and the loot they drop. Follow the road back into town and they'll open the gate for you. Once inside run straight for the bounty store, where you can get paid.

Bounty: Looten Duke

The Duke has taken over the water facility. Follow the pipes out the west gate to find him.



Looten Duke is hiding out at the water facility. You better go over there and get him because you need the moolah. Before you go, stop by the general store and buy all the equipment they

have. The binocs, small ammo bag, and Bolamite addition will come in handy in your missions. While you're in there, check out the fortune teller booth for a tip on using a Chippunk and Bolamite combination to capture those outlaws.

After you exit the store, head for the gate at the end of the road with the water facility sign above it. As you follow the road outside of town, collect the Fuzzles running around if you need them. The road brings you to some tracks. Shoot the blue surge target to bring the elevator down to you. Step on the elevator to ride it up to the next plateau. Before you go too far down the trail, shoot the Thudslugs out of the air near the old shack to add to your ammo supplies. Scavenge around the area for Bolamites and Chippunks if you need more ammo.



HIT THE BLUE SURGE TARGET TO BRING THAT ELEVATOR TO YOUR LEVEL.

THUDSLUGS

Heavy-hitting balls of destruction, these babies will knock your enemies silly and send them flying. Use the thudslugs when you really want to do some damage on an enemy or take out a destructible object in your way.



With your ammo stores filled, keep running down the path and start climbing the rope. When you get halfway up, an outlaw fires at you from high above the cliff wall behind you. Drop to the ground and shoot him down with the Zappflies. Collect the loot he drops before continuing up the next two ropes.

As soon as you get to the next trail after climbing the ropes, another bandit is waiting to fire at you from an alcove in the cliff ahead. Zap him, collect his body, and grab the scattered bags of loot. Break through the fence blocking the trail and shoot the target to the left of the path. A metal walkway drops down, creating a way for you to get over the spikes in your way.



**SHOOT THE OUTLAW IN THE ALCOVE
TO SEND HIM PLUMMETING TO HIS
DEATH. SERVES HIM RIGHT!**

**Jumping on the pointy spikes kills you
instantly. Be careful when crossing them.**

Continue heading down the trail, breaking wooden fences as you go. When the trail ends, you can see a large facility in the valley below. Jump down to the trail and follow the dirt ramp to the right. Hide in the tall weeds, where you can use Chippunks to lure the guards patrolling in front of the facility.



**FROM THE SAFETY OF THE TALL WEEDS, YOU CAN LURE ENEMIES
TO THEIR CAPTURE IN FRONT OF THE WATER FACILITY.**

After you grab the outlaws in front of the facility, use a few Thudslugs to break down the center door. Run in and nab the goon just inside. With the immediate area clear, stand behind the small fence nearby and fire Chippunks on the upper walkway to the left. As soon as one of your enemies runs out to step on your furry friend, fire a Zappfly at the blue surge target to make the walkway collapse. Your enemy takes a quick ride to the metal fans below. Wait for the walkway to return to normal before repeating this process.

If you start to receive fire, retreat outside the facility and wait for your attackers to follow you. Dispose of them by knocking them into the fans outside, shooting them, or knocking them out. Enter the facility again and mop up any remaining thugs. Run up one of the metal ramps to get to the upper walkway and check for any hostiles.



**FIRE CHIPPUNKS AT THE METAL WALKWAY ON THE LEFT OF THE
FACILITY TO LURE ENEMIES OUT THERE. AS SOON AS THEY'RE
THERE, FIRE A ZAPPFLY AT THE BLUE SURGE TARGET TO
COLLAPSE THE WALKWAY AND SEND THEM TO THEIR DEATH.**



Don't break down the door to the center building. Leaving it solid will help you with your fight against Duke.



When the outside area is clear, go after the outlaws still inside the buildings of the facility. Run to the open windows and shoot any enemies you find with a Bolamite, and then jump in and collect them.

After you dispose of the last enemy, Looten Duke comes out to talk some smack. But he turns to Gabbar jelly as soon as he finds out you want to put him in a cell with one of the Booty brothers. Sounds like he and Mr. Booty have gotten in each other's way before, and he won't go without a fight.

Two minions on the roof fire missiles into the air. Quickly run up one of the ramps to a guard tower nearby to avoid those projectiles. Fire your Fuzzles to keep those thugs distracted while you let loose with your Zappfly blasts on them. As soon as his thugs are gone, Looten Duke comes out to face you.



GET TO THE TOP OF THE ROOF, WHERE YOU CAN TAKE OUT THOSE ANNOYING OUTLAWS WITH THE MISSILE LAUNCHERS ON THEIR BACKS.



Thudslugs can be found flying in the air to the side of the facility if you need to refill before the fight.

BOSS BOUNTY TIME

Looten Duke

Recommended Ammo:
Thudslugs, Zappflies,
Chippunk



If you left the door intact to the center building, then Duke is waiting for you inside. Run to the left window and fire a Chippunk in the far corner. When Duke runs over to investigate, you get a free shot on him. Blast him with both your Thudslugs and Zappflies.

Duke recovers and wants his revenge. Duck out of harm's way to the side of the window, where you can recover your health.

Peek into the room and fire at Duke when you get a clear shot. Duke is

a tough customer and you need to connect a few Thudslugs with his belly before you do some real damage.



Looten Duke can't resist the allure of the Chippunk. When he goes to investigate, you can blast him.

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BOSS BOUNTY TIME**Looten Duke**
(cont'd)

Eventually you hit him enough to knock him out. Jump in through the window and collect him for the trip back to town.



Looten Duke is out cold, perfect for a bounty.



If Duke does come outside, use your Zappflies and Thudslugs to knock him down. When Looten Duke is on his back he can't fire at you. Keep up the pressure until he's knocked unconscious for you to capture.

After you collect Looten Duke, a mine shaft opens behind the main water facility building. Enter the shaft and you'll find Boombats flying near the ceiling. Shoot them down and add them to your ammo collection.

Follow the shaft and jump to the pool of water below. Swim to shore and follow the next passageway, which leads to another pool of water. Grab the rope in the water and climb to the top, then jump to some wooden platforms. Make your way along the platforms and up another rope to get to your next tunnel. Follow this tunnel all the way back to the dusty trail outside.

BOOMBATS

Use Boombats when you want to do a lot of damage and frighten your enemies. These fury little creatures explode, causing heavy damage to their victims and making any survivors run around in a panic.



Head left until the trail drops to a lower area and you start taking fire from an enemy in an alcove across the way. Blast him with your Zapplies to send him crashing to his death below. Fall to the wooden walkway under you and turn your crossbow to the cliff walls on the left. Two more outlaws fire at you from alcoves above you.

After you shoot the last two minions, you can continue to follow the trail back to town. When you get to the steep elevator track, just jump to the ground below instead of waiting for the slow ride. A short sprint down the rest of the trail and you can enter the town again and visit the bounty store.



YOU GET AMBUSHED ON YOUR WAY BACK TO TOWN. BLAST THE OUTLAW IN FRONT OF YOU, THEN GET THE ONES IN THE CLIFF TO YOUR LEFT.

There are no more bounties for you in this dusty, old town, so you better move on. Before you go, you should see the doc who just got back into town. His office is right around the corner from the general store.

The doc is in, but he doesn't have good news. The operation you want to get is going to be complicated, so the doc wants to charge you a

ridiculous amount of moolah. Your intimidation techniques are enough to make the doc wet his pants, but not enough for him to lower the costs. Looks like you'll have to keep collecting those bounties.



THE DOG WILL DO THE MYSTERIOUS OPERATION YOU NEED, BUT IT'S GOING TO COST YOU. WHERE WILL YOU GET THAT MUCH MOOLAH?

As soon as you leave the doc's office, you get word that Boilz Booty is coming to town, probably to rescue his brother from jail. Head to the bounty store. The clerk has a new bounty for you to collect.

Bounty: Boilz Booty

Word on the street is Boilz is coming to break his brother out of the town's jail. Better be careful with this one.



BOSS BOUNTY TIME

Boilz Booty

Recommended Ammo:
Thudslugs, Zappflies



As soon as you accept the new bounty assignment, a large explosion can be heard outside. Boilz and his gang have arrived in town and are scouring the area. As soon as you're outside, run behind the

bounty store. Down the road, behind a small barricade, are Boilz Booty and his gang. Unfortunately for some of them, they're standing right next to a fuel barrel. Shoot the orange barrel to try to cause some major damage.

After your initial attack, you can hang out behind the bounty store and wait for those outlaws. They rush in like moths to a flame. Use your Bolamites and Zappflies to knock them out.



Boilz and his gang are down the road behind the wooden barricade. Blast the orange barrel for some serious damage.

BOSS BOUNTY TIME

Boilz Booty (cont'd)

Once you have a nice collection of unconscious outlaws, you can fire a Boombat into their midst to take out the whole bunch. Blast any stragglers with your Boombats.

It doesn't take long before Boilz comes over to investigate. When he comes over to get you, hit him with Thudslugs and Boombats to take him down in a hurry.

Unfortunately Boilz won't just sit there and take his punishment, so you'll have to go after him. Stay close to cover and only expose yourself when you blast him. As you fight him, take out any of his goons that try to rush you. Once he's knocked out, quickly snag him for your collection.



Stay behind some cover and blast Boilz's crew when they come for you.



Blast that scoundrel Boilz whenever you get a clear shot.

After Boilz and the last of the outlaws have been captured, the townsfolk come out to thank you. With the bounty store destroyed, you have to move on to the next town to cash in your bounties. Before you leave, scour the town for boxes or barrels with loot and rough up some of those Clakkerz for some extra moolah, then head out the east gate with the sign above it that reads Buzzarton.

Down the road are a few old, wooden houses. Go to the sides of the houses and break out the brittle wall boards. Hidden inside is some major loot.

After the little community is cleaned of its meager possessions, continue down the trail. Climb the rope to the side of the canyon when you get to the wall blocking your way. As you continue, you eventually find yourself on an old, wooden bridge with two outlaws looking up at you from the dry riverbed below. They fire a large missile, causing the bridge to collapse and you along with it.



BREAK THE BOARDS ON THE SIDE OF THE HOUSE TO GET THE FREE MOOLAH. IT DOESN'T MATTER WHO IT USED TO BELONG TO, IT'S YOURS NOW!

BUZZARTON

- Native Structures
- Bounties
- Water
- Sewers



Buzzarton Town Detail



Those bandits were hoping for an easy robbery, but they bolt when they see you're still alive. Follow them down into the valley below and wrap them up with a couple Bolamite webs so you can snag them. After the two bandits are safely out of the way, you can loot their campsite. Every barrel has some moolah hidden inside.

With the outlaw camp picked clean, follow the road to the Opple Farm. Head toward the facility and you find two Clakkerz who think you're the security guard there to pick up the farmers' moolah. Who are you to argue?



THOSE NASTY BANDITS PROBABLY STOLE MOOLAH FROM A LOT OF PEOPLE, SO IT'S YOUR TURN TO STEAL IT BACK.

Enter the large house in the very back of the facility. The farmer there asks what you're doing. Tell him you're the security guard who's come to get his money and then he's fine with you snooping through his place. Climb the series of ropes in the center of the farm house until you get to the very top area. Break the container you find and collect all the moolah that spills out. After you collect the loot, return to the dusty trail you came from. A little further down the path you reach the next town.

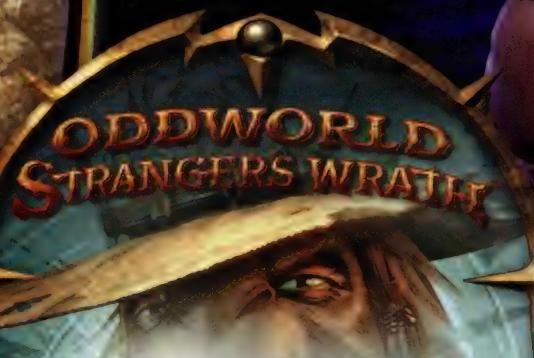


THAT BIG HOUSE ON THE OPPLE FARM IS WHERE YOU WANT TO GO FOR THE LOOT.



CLIMB THE ROPES IN THE CENTER OF THE FARM HOUSE TO GET TO THE FARMER'S MOOLAH.

The dusty, windswept town you find next is Buzzarton. This place is full of wise-talking Clakkerz who give you information and smart remarks. The first thing you need to do is find the bounty store. Follow the road through town until you find the general store. Across the street you can find the bounty store.



Bounty: Eugene Ius

Word is Eugene's being held at the old native temple by the Dandy Digger Gang.



This mission isn't your typical bounty mission. This is a search and rescue operation to bring back the town's technician to fix the generators. You have to go out, find Eugene, and bring him back—alive.

After you exit the bounty store, head into the general store across the street. Talk to the Professor inside and he'll open a gate for you in the cliff wall above the city. Before you leave the store, buy all the supplies you need and check out the fortune teller machine for more Oddworld tips. Exit the general store and follow the sign toward the sewer. Instead of going into the sewer, run up the dirt ramp to the left of the entrance and follow the path across the bridge.



THE DIRT RAMP NEXT TO THE SEWER ENTRANCE LEADS YOU ON YOUR PATH TO RESCUE EUGENE.

Continue through the next tunnel, busting through fences when they block your path. Before you break the fence separating you from your first set of enemies, collect the Stingbees flying in the air. With your ammo full, break the fence and fire a Boombat into the midst of your enemies.

When the immediate area is clear, you can jump down to the lower area and collect any incapacitated enemies. Stay close to the large rock near the exit and use it as cover from other enemies in the distance. Take out the last of the outlaws with your Zappflies and bag them up.

STINGBEES

Stingbees are fast-flying projectiles sure to do some damage on any enemy. Fire them like an automatic weapon or use in conjunction with the binoculars to make a sniper weapon to take out long-range enemies.



USE YOUR BOOMBATS TO TAKE OUT LARGE NUMBERS OF ENEMIES QUICKLY.

After the area is clear of enemies, climb the dirt ramp against the far canyon wall. When you get to the top, you can double jump to the broken cement beam nearby. Jump from beam to beam until you can jump to the next area. You can also grab the rope running above the pillars and shimmy your way across.

There are enemies on the valley floor, as well as patrolling the scaffolding to the right of the area. Run along the right cliff until you find cover behind the stone wall. Lure the enemies on the ground over with Chippunks and incapacitate them to be bagged up. After the ground is clear of enemies, you can go after the outlaws on the scaffolding. The good news is that they built that wooden structure on top of some orange fuel tanks. Peek around the stone wall and send a Zappfly blast at the barrels to turn the structure into kindling and kill those thugs along with it.



Finish off any more opposition in the area and snag them for your collection. Collect all the loot that is scattered around the area as well. The valley is a dead end, so you have to enter the tunnel blocked by the breakable boards.



HIT THE ORANGE BARREL ON THE WOODEN SCAFFOLDING TO CAUSE A HUGE EXPLOSION.

Grab the Stunkz on the ground near the tunnel entrance and follow the tunnel to the next valley. Head to the left and blast the lone bandit walking around. Smash through the large, wooden gate and knock out the guard on the other side. With the guard in your custody, hide behind the nearest building. Peek around the right side of the shack and use your Zappflies to hit the explosive barrels on the roof in the distance. This takes out some of your opposition. Stay behind those buildings and lure over all the outlaws on the ground for you to bounty.

After the first set of outlaws is finished, check the rooftops in the distance for more barrels to shoot to take out your enemies. After that set of enemies is gone, you have one last group. Head around the left of the bonfire and keep your crossbow ready. A group of outlaws comes out of the shack to the left. Back up and wait for them to get close to the explosive barrel in front of you before you detonate it. Take down any thugs left standing and collect all the bodies in the area.



USE THE BUILDINGS AS COVER WHILE YOU BLAST EXPLOSIVE BARRELS AND OUTLAWS IN THE DISTANCE.

After the last of those thugs is history, you can explore the area. Run into the shack across from the fire to pick up a bunch of moolah. Outside and to the side of the moolah shack, you find some boxes to jump over to get to the next area.

The next valley is littered with explosive barrels. Stay close to the boxes you jumped over to get to the area. From your protected spot, use a Chippunk to lure those outlaws to the barrels, where you can blow them up. When the last of them is gone, head for the wooden scaffolding in the distance.



CLIMB THE CRATES TO GET TO THE NEXT AREA AND FIGHT MORE ENEMIES.

Charge up to the ramp of the scaffolding and knock out the bandit as you go. Bag him up and shoot the next bandit you find.

Continue up the structure and take out more guards. Shoot Zappflies either at the guards or the nearby barrels (if the guards are standing close enough to take damage). Stay close to support beams and crates to use as cover as you work your way up the structure. Watch out for the bandit coming up the structure behind you.



Continue to the top, shooting any opposition and staying close to cover. After you reach the top, blast the guard blocking your way and get some cover because a sniper tries to take off your head from high in the cliff face. Get behind the unbreakable crates closest to his position to take him out with your Zapplies. Launch a Chippunk at the orange barrels ahead and blast them when that nailer checks out the commotion.



MORE OUTLAWS WAIT FOR YOU AT THE TOP OF THE SCAFFOLDING. STAY BEHIND THE COVER OF THE CRATES WHILE YOU TAKE THEM OUT ONE BY ONE.

Follow the ramp as it turns to the left and drop that nasty sniper in the alcove in the cliff wall. Look in the back corner or the stone structures to get some valuable artifacts for your collection. When the area is clear of enemies and items, cross the narrow bridge and enter the ancient temple.

At the end of the tunnel is a large temple room with lots of outlaws. Stay close to the tunnel exit and use the green wall for cover. Lure enemies on the ground over with the Chippunks, then nab them. Shoot the orange barrel when a lot of enemies are close for extra damage. Run up the ramp to the right of the tunnel exit for more enemies on the top level.



THE LARGE ROOM IS CRAWLING WITH OUTLAWS. LURE MOST OF THEM OVER TO YOU, WHERE YOU CAN SAFELY CAPTURE THEM.

After you collect all the outlaws near the tunnel exit, head farther into the room. Head up the metal ramps in the back, where you find Eugene all locked up with two guards watching him. Incapacitate and capture the outlaws.

As soon as the area is secure, you can release Eugene from his cell. Now it's time to find a way back to town. That nerdy Clakker goes on and on about the purpose of the temple before he finally shows you the way out by knocking over the central statue. Before you have time to ask any questions, he knocks you into the opening under the statue.



EUGENE IS IN THE BACK OF THE TEMPLE. DEFEAT OR CAPTURE ALL THE BANDITS AND YOU'VE RESCUED HIM.

Since Eugene is safe from those outlaws, you can head back to town. Follow the tunnel to a small storage room. After you grab the old relic in the back, the floor collapses, spilling you back outside to the desert floor. Follow the trail into a small Grubb town, where the inhabitants seem to be afraid you'll take their idol. As soon as the trail heads down, jump on the roof of the shack to the right. Jump from roof to roof to get to another trail.

Follow the brown trail until you can make a right turn. Use your Zappflies to shoot the boards covering an opening in the wall in front of you, where the idol is hidden. After the area is exposed, follow that trail down into the area, where you find a rope to climb. Jump on the upper walkway and follow it to another rope. From there you can jump into the idol room and grab the relic for some good moolah.



THE ROOM AT THE TOP HAS THE RELIC THOSE GRUBBS DON'T WANT YOU TO FIND. SHOOT OUT THE BOARDS, THEN CLIMB THE ROPES TO JUMP INTO THE ROOM.

Get back to the brown trail and follow it out of town until you get to a stone wall. Break the barrels in the area for easy moolah, then climb the rope to get to the top of the wall. Jump down and follow the trail through some wooden fences. Use your Zappflies to put those small Slegs out of their misery. Follow the next tunnel back to the windy streets of town. Make a left on the main road and head for the bounty store to your reward and to get your next bounty assignment.

Bounty: Jo' Mama

She's one mean momma. Her boys have been hiding out in the old ship wreck.



WANTED



DEAD OR ALIVE

Jo' Mama has been causing problems in the area with her boys. It's time to put a stop to her. She's hiding out at the old ship wreck. You have to go through the sewers to get there.

After you leave the bounty store, go to the general store and load up on supplies. After you buy everything you need, head back into town and follow the road to the sewer door. Talk to the sewer worker in front of the door and he'll open it for you.

Jump into the hole in the ground beyond the door and follow the tunnel until you get to the water. Looks like the current is too strong. After you talk to the sewer worker in the booth, he shuts the system down.



**THIS WAY LEADS TO THE SEWER.**

Jump in the water and swim ahead. You eventually see some Slegs waiting for you on a landing to the left. Blast them with Zappflies, then step onto the landing. Run up the ramp and jump across the gap to the left. Hidden behind some wooden boxes is some moolah for your collection. Jump back across the gap and climb the rope.

**USE YOUR HEIGHT ADVANTAGE TO KILL ALL THE SLEGS IN THE NEXT AREA BEFORE YOU JUMP DOWN.**

Unfortunately, more Slegs come, so hurry and jump down to collect any loot you find. Shoot any Slegs that drop into the area, then break the wooden fence along the wall and run along the metal walkway. Run up the ramp and climb the rope to get to a higher level. Shoot any Slegs that break out of crates to bite you.

When the walkway ends, enter the tunnel in the wall to the left. Follow it around until you find two outlaws standing guard at the end of the stone ramp. Bind them up and follow the passageway to the water. The metal structure over the water is crawling with enemies. Shoot any nearby enemies with Fuzles to make them drop in the water. Shoot the orange barrels to cause a large explosion and take out the other bandits.

**BEFORE YOU CLIMB ONTO DRY LAND AGAIN, SHOOT THE SEWER SLEGS GUARDING THE AREA.**

From the top ledge, shoot all the Slegs you see across the room. If you can hear growling, you know there are still some around. After all those nasty beasts are dead, slide down the first slide to get to the other side where those Slegs were. Smash some barrels for loot, then climb the rope in the center of the area.

As soon as you land on the upper walkway, some Slegs are released. Blast them with Zappflies, then run across the next platform and slide down the next half pipe. When you get near the end, jump to the small ledge in the corner and climb the rope. Follow the tunnel at the top to another landing and slide down the half pipe. From this ledge, you can shoot all the Slegs and barrels below.

**DETONATE EXPLOSIVE BARRELS AND USE FUZLES TO KILL OUTLAWS IN THE NEXT AREA.**

Climb one of the ropes hanging in the area to get to the top of the structure. Continue to shoot Zappflies to take out the orange barrels and any nearby enemies. Fire Fuzzles at enemies who charge you, and head to the other side of the structure, where you can follow the next tunnel. Climb the rope at the end of the tunnel and enter the circular doorway.

Follow the tunnel and run through the far-left pipe to get back outside. Run into the tall weeds near the edge of the water, where you can lure enemies over for easy captures. Travel left into the canyon. Shoot the outlaw in the alcove in the cliff wall and get some cover behind some of the heavy machinery. Lure the remaining outlaws on the ground over to you for more captures. When the area is clear, head into the tunnel at the end of the valley.



ONCE YOU EXIT THE SEWERS, HIDE IN THE WEEDS AND LURE YOUR ENEMIES OVER TO YOU.

Before you leave the area, shoot the Boombats out of the air to fill up your ammo supplies.

**LEVEL
2**



ODDWORLD
STRANGERS WRATH

BOSS BOUNTY TIME

Jo' Mama



Recommended Ammo:
Fuzzles, Boombats,
Zappflies, Bolamites

The valley at the end of the tunnel is filled with ammo to collect, broken ship parts, and a lot of mean outlaws. It's tough to bring in Jo' Mamma and her crew because they aren't coming quietly or easily.

Head under the second half of the broken ship closest to Mamma and her gang. Grab the loot inside and use shelter to protect yourself as you fire at the outlaws on the ground and on the ledges of the facility. As you defend yourself, Jo' Mamma starts the machinery, dropping a heavy weight where you see the red light. Shoot the blue surge target in the back corner to start the elevator and bring it down to your level.

With the elevator working and the ground free of enemies, you can make your move. Fire a few Fuzzles into the alcoves of the cliff wall in front of you and run for the elevator.



Hide in the broken half of the ship. Here you have some protection from Mamma and her crew.



Once the elevator is working, you can ride it to the top and duck behind a wall, where you can shoot all the enemies in the area.

BOSS BOUNTY TIME

Jo' Mama (cont'd)

Those creatures distract the guards who appear there to shoot you. As you ride up the elevator, fire Boombats at the outlaws on the platforms across from the alcoves.

Once you get to the top of your platform, duck behind the green wall in the corner for some cover. Some outlaws on the walkway across from you try to get you. Use your Boombats and Zappflies to drop them. Break open the ammo crates nearby to refill your supplies.

When the other side is free of minions, you only have Jo' Mama to deal with, but you need to be quick. Fire a few Fuzzles around the landing across the way to distract Mamma and use your Zappflies to hit the surge target on the other side to turn off the electricity. Then double jump up in the center of your platform to grab the electric wire running across the two sides. As you shimmy across, Jo' Mama should be running around distracted by the Fuzzles. When you get to the other side, wrap up Mamma with a Bolamite and collect her.

If Jo' Mama isn't dead or distracted when you try to get across the electrical wire, she'll turn on the juice at the control panel, causing you to drop. Make sure she is out of commission before you attempt to cross.



Shoot at Jo' Mama to knock her out before you shimmy across the electrical wire.



Mamma is no longer a threat to you, making her an easy target.

As soon as you have Jo' Mama, the gate next to the elevator opens. Before you go, use the Zappflies and Bolamite webs to collect the rest of the outlaws in the area. Refill your ammo supplies with the creatures in the area and head through the gate into the tunnel. Follow the tunnel all the way back to town and into the bounty store.

Bounty: Meagly McGraw

Meagly likes those Opples. I heard he's been seen at the farm right before town.



Sounds like Meagly is back on the Opple Farm counting his loot and he's not alone. He's got his crew with him and they are heavily armed. You better go over there and catch him to get some more moolah.

Head to the general store and load up on supplies, then get back on the main road in town and backtrack to the Opple Farm you visited earlier. The farm is crawling with outlaws, so be careful! Try to deal with only a few at a time.

After you enter the small valley where the farm is located, head down the left side. Duck into the bunch of weeds near the compression unit. Fire your Chippunks into the unit and wait for your enemies to run in. When they do, fire at the blue surge target to activate the compressor and make outlaw juice. Stay in the weeds and juice as many bandits as will come.



ENTER THE OPPLE FARM AND MOVE ALONG THE LEFT SIDE, WHERE YOU CAN START TAKING OUT THE OUTLAWS OUTSIDE THE MAIN FARM HOUSE.

With the coast clear, you can start on the inside. Climb the set of ropes above the compressor unit where you first started your attack. Shimmy across the rope at the top toward the hillside, then jump to the rope headed for the large house. Smash the window and fire some Fuzzles inside to distract the guards before you jump in.

Once inside the house, run straight ahead and duck behind the first stone wall on your right. From this protected location, you can lure a lot of enemies to their capture. You have to go out and find the rest. Use your Zappflies and Bolamites to knock them out and collect them. Continue to clean house on the upper floors, then work your way down to the bottom level until every last thug has been captured or killed.



MOVE ALONG THE ROPE AT THE TOP OF THE COMPRESSOR UNIT TO GET INSIDE THE TOP OF THE FARM HOUSE.



USE THE WALLS OF THE HOUSE AS COVER WHILE YOU LURE ENEMIES TO THEIR DEMISE.

ODDWORLD
STRANGER'S WRATH

BOSS BOUNTY TIME

Meagly McGraw



Recommended Ammo:

Thudslugs, Boombats, Zappflies, Bolamites

Meagly McGraw isn't one to follow any rules when it comes to fighting. Facing this team out in the open will only cause you a quick death. Instead, head out the window to the left and jump to the ground

below. Hide around the side of the house, and if Meagly comes out, blast him with your Thudslugs and Boombats.



Make a quick exit out of the house through the left window.

If Meagly and his hideous beast don't come out you have to go in after them. Climb the wooden ramp, and at the first sight of them, unload your weapons on them. The combination of Thudslug and Boombat sends them flying, giving you enough time for your ammo to come back. Keep blasting Meagly every time he gets back up. After you destroy his health meter, the beast he was riding on dies, and the fight is left to just the two of you.

BOSS BOUNTY TIME

Meagly McGraw (cont'd)

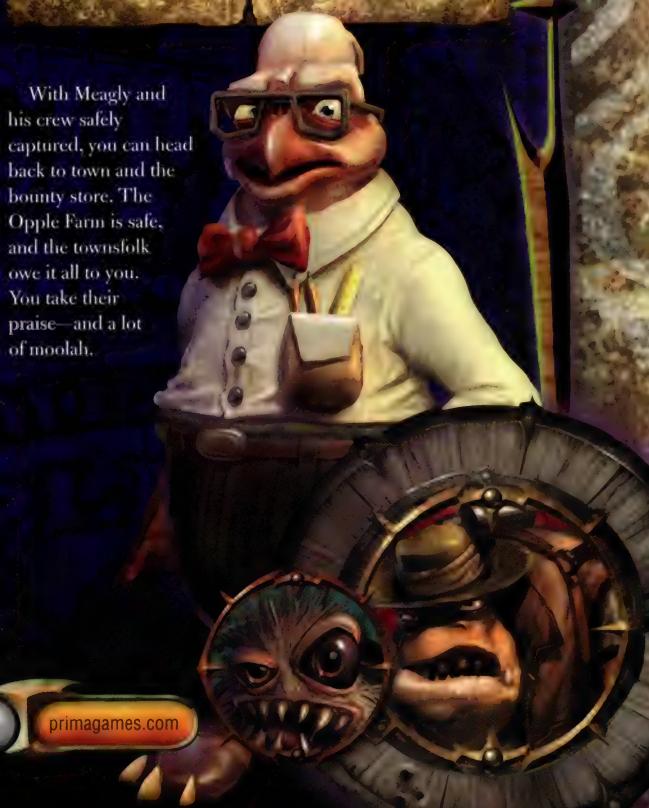
Meagly can be a formidable adversary, so make sure you keep your powerful weapons handy and stay close to some cover. Keep up your heavy attacks, knocking Meagly to the ground. After he loses about half his health, you can switch to Zappflies and Bolamites. Hit him with this ammo, then move in quickly and capture him while he lays knocked out on the ground.



Blast Meagly and the beast he rides with your most powerful weapons.



After Meagly's beast is dead, he's all alone. Use cover around the area to continue your attack until you're able to capture him.



Bounty: Packrat Palooka

Palooka took Eugene Ius's laptop. That might not sound like much, but it's got the town's power grid on it.



WANTED



You need to get that laptop back to Eugene before Palooka does something awful with it. Otherwise, you won't get your moolah. But to get into his junkyard, you need the password. First you need to find Palooka's enemy, Scuz, to get the password before you go running off.

After you leave the bounty store, head down the road and climb down the rope leading to the sewers. After Scuz comes out, he gives you the password to the junkyard. The password is a bit naughty, so you don't hear it, but you'll know it when you need it.



ENTER THE SEWER AREA AGAIN TO GET THE JUNKYARD PASSWORD FROM SCUZ.

Climb out of the sewers and turn right on the main road. Follow the road past the oil derrick and out of that dusty town. Eventually, you get to a ruined bridge surrounded by broken stone pillars. Double jump over the gap in the bridge to get to the other side. After you say the password, the door opens, and you can enter the junkyard. Smash the wooden boxes and barrels in the area for some easy loot, then jump in the large hole in the back of the area.

After you land in the next valley, run for the tall weeds ahead of you. Lure your enemies over with a Chippunk, where you can easily wrap them up with a Bolamite. Run along the right cliff wall until you enter your next set of tall weeds, where you can collect the last of the guards in the area.





JUMP THE GAP IN THE BRIDGE TO GET TO THE JUNKYARD ENTRANCE ON THE OTHER SIDE.

Activate the blue switch next to the gate, which will then open. Guards appear over the gate and try to shoot you. Shoot Fuzzles at the walls above the gate to set traps for those two outlaws. As the Fuzzles attack the guards, use Zappflies to pick them off. After those bandits are disposed of, head through the gate.

Once you're through the gate, two doors open in front of you. Bandits with explosives on their backs try to greet you with a bang. Blast them with Zappflies before they get close enough to do you any harm. Run for the tall weeds to the right of the doors and wrap up the outlaws who get in your way. From these weeds, you can lure enemies over so you can capture them, or you can blast enemies who are far away.



THE CANYON AHEAD IS LINED WITH ENEMIES. ALL OUTLAWS SHOULD BE CONSIDERED DANGEROUS, BUT PAY SPECIAL ATTENTION TO THE BANDITS WITH EXPLOSIVES ON THEIR BACKS.

Be sure to take out all the nearby guards before you move on. If you're spotted going under the overpass, multiple outlaws with explosives on their backs come out from doorways in the right hillside to blow you up.

After you go under the overpass, move up the dirt ramp on the left cliff wall. This leads to the top of the overpass, where you can collect lots of moolah. Then jump to the ground and continue down the trail. Smash the wooden fence blocking your way and hide in the tall weeds ahead.

There are two ways to get across this gorge. The first is to shoot the blue surge panel on the other side of the gorge to lower the bridge. You have to distract the guards on the other side of the bridge before you cross or they will quickly raise the bridge again. The second approach is to drop to the water below because there's moolah to be had there. You can find moolah to the right on a metal platform along the right wall and at the other end of the little valley on a metal platform in the water. Knock the guard into the water before you swim to the platform.



WHY CROSS THE BRIDGE WHEN YOU CAN JUMP TO THE VALLEY BELOW?

Once you collect all the artifacts, climb the set of ropes near the bridge. Quickly take out the next few guards at the top with your Zappflies and Bolomite webbing. Follow the trail until you see more bandits in the distance. As soon as you're spotted, explosive minions charge at you. Shoot the explosive barrel in the middle of the area when they get close to kill all who are near you. Use your Zappflies to mop up any more outlaws in the area.





RUN ALONG THE WATER IN THE VALLEY TO GET THE VALUABLE ARTIFACTS.

Follow the path to more outlaws and another patch of tall weeds. When the Chippunk lures your enemies close, capture them. Run up the dirt ramp on the side of the cliff to get two more fugitives. Get ready for some outlaws with explosives on their backs to run up after you. A Zappfly blast to each turns them into red, gooey mush.



STAY ON THE SAFETY OF THE RAMP, WHERE YOU CAN BLAST THOSE ENEMIES BELOW.

Climb the rope near the green wall and activate the switch at the top. Run through a gate that opens below you and head to the left of the boulder down the path. Hide in the weeds, where you can draw a lot of the guards over to you for easy captures.

After you bag all the outlaws that come to your location, climb the dirt ramp. Continue to use Zappflies and Bolamites to catch those outlaws along the way. Follow the trail as it leads down again to more enemies. Detonate the explosive outlaws and capture the rest.

After the area is clear, break the wooden fence near the bottom of the ramp and head down the trail. As you approach, the outlaws close the gate when they see you coming. Knock those bad guys out with Zappflies and Bolamites and add them to your collection. Use the big piece of machinery in the middle of the area as cover while you fight.



STAY BEHIND THE LARGE PIECE OF MACHINERY IN THE AREA WHILE YOU FIGHT THOSE OUTLAWS.

The gate is closed, so climb the rope next to the cliff wall to get to the metal walkway overhead. Jump down to the other side and collect any of the live ammo that you need. Keep moving into the next area, where you find the big bad guy.



BOSS BOUNTY TIME

Packrat Palooka



Recommended Ammo:

Thudslugs,
Boombats, Zappflies

Packrat Palooka has created a shield around himself using the electricity in the area. Before you can get to him, you have to shut down that shield. To do that, hit the blue surge targets on both sides of him.

After the battle starts, run behind the metal cages to the right or left of you. Don't stand too close to the cages or you take damage from the missiles coming at you from Palooka and the missile launchers on either side of you. From the safety of the cage, peek out and use your Stingbees to blow up each missile launcher. With the launchers out of the way, use your Zappflies to short out each of the blue surge targets. After all four have been hit, the shield goes away, and Palooka is vulnerable.

Palooka turns to reactivate the shield, so you need to hit him quickly. Fire Thudslugs and Boombats to knock him down.



Stand behind the metal cages while you blast those blue surge panels to knock out Palooka's shield.



Continue to blast Palooka until he's knocked out and ready to be captured.

BOSS BOUNTY TIME

Packrat Palooka (cont'd)

Stay close to the cages to protect yourself from his missiles even after he comes down off his platform to get you. Keep up your attack until you kill him or knock him out, then you can collect him.



Don't let up on your attack of Palooka. If you wait too long to get him, his minions show up from the doors beneath the blue surge targets. Then you have to fight them as well as the big guy.



If Palooka reactivates his shield, you have to hit all four surge targets again to disable it and continue your attack.



With Palooka safely in your possession, you can head for town. Run through the tunnel behind the platform where Palooka was standing. Slide down the half pipe and follow the rest of the tunnel back to the main road. Turn left and follow the road back into town and the bounty store.

After you collect your bounty, the clerk tells you of another offer that you might be interested in. Sekto, who owns the river, will give you \$20,000 for a Steef head. You talk to him on the phone to find out where you might find him to get paid for your Steef head. After your conversation, Sekto calls D. Caste Raider about how you might have a Steef head for him. Sounds like D. Caste Raider might want that reward for himself.





YOU TALK TO SEKTO ON THE PHONE ABOUT THE OFFER FOR THE STEEF HEAD.



IF YOU WANT TO FIND SEKTO, THEN HEAD FOR THE DAM. YOU CAN ALWAYS FIND HIM THERE.

With this town cleared of outlaws, it's time to head to the next town. Follow the road past the oil derrick until you see Eugene standing near a curved wall on the left of the trail. Talk to him and he opens the gate to the next area. Go down the long tunnel, collecting any moolah laying about. Jump over the debris blocking the tunnel to get to a higher trail that leads to a lush forest area.



EUGENE IS ON THE OUTSKIRTS OF TOWN. TALK TO HIM TO ENTER THE TUNNEL OUT OF TOWN.

Head left into the forest area to find some outlaws getting toasty around a campfire. The pot they're cooking over the fire is explosive. A shot from your Zappfly should cause a huge explosion, killing most of your enemies. Bind up any survivors with a Bolomite. Collect what's left of those bandits and run into the next tunnel.

The tunnel you enter takes you to a large waterfall. Run up the dirt ramp on the left side of the area and double jump over the first gap. Follow the path under the waterfall and slummy across the rope to the other side of the area. Head up another ramp and climb the rope until you can jump to the next tunnel.



FIRE YOUR ZAPPFLIES AT THE COOKING EQUIPMENT THOSE OUTLAWS ARE LOOKING AT TO CREATE A HUGE EXPLOSION.



TRAVEL AROUND THE CAVE TO GET TO THE TOP AND EXIT THE TUNNEL THERE.



MONGO VALLEY



The Mongo Valley is green and lush with lots of trees and bushes. Follow the brown path through the forest. Take your time and move slowly because enemies are hard to see around here. Look at your radar to see if enemies are close.

As you move down the trail, stay close to large rocks and trees for cover. The outlaws around here like to hide high up in the trees. Most likely your enemies will see you before you see them. Peek out from your cover and aim your sights in the trees. Taking a shot from one of those bandits clues you in to their location. Duck back behind your cover to regain your health before you try taking them out. Your Zapplies are great for knocking them out of the trees.



YOU MIGHT NOT BE ABLE TO SEE YOUR ENEMY, BUT HE SEES YOU.
FIRE A SHOT AT HIM AFTER YOU FIND HIS LOCATION.



THERE IS
PLENTY OF
COVER ALONG
THE DIRT
TRAIL.



The outlaws in this area use powerful weapons that deplete your health quickly. If you take a hit, be sure to recover before you move on.

Head down the trail while staying close to cover. Continue to blast your enemies out of high places. When you hear them scream as they fall, you know it is safe to move on. When the trail splits, choose the left path with the sign to New York City and take out another sniper in the trees. The trail leads you to an old shack. Behind this shack is some moolah for your wallet. You can find more moolah at the end of the pier in front of the shack. A broken pier on the other side of the water has even more moolah you can get later.



SEARCH THE OLD SHACK FOR HIDDEN MOOLAH.



ODDWORLD
STRANGERS WRATH

The trail continues on the other side of the shack, where you encounter more snipers in the trees. Duck behind the large rocks and trees to take them out. The trail splits not far past the shack. The right path just circles you around the pond again while the left path leads you into a cave. Enter the cave and follow it all the way to town.



THE SPLIT IN THE TRAIL CAN BE HARD TO SEE. TAKE THE LEFT TRAIL OR YOU JUST CIRCLE AROUND THE WATER AGAIN.

At the end of the cave is Mongo Valley, where Doc has his other shop. The good doctor is upriver, but you can't get there because of the high outlaw activity in the area. You have to clean up the place if you want to see Doc. Head down the main road through town and enter the bounty store on the right to get your next assignment.



YOU FINALLY MADE IT TO TOWN, WHERE YOU CAN TRY TO FIND THE DOCTOR.

Bounty: Xplosivez McGee

Once you go after Xplosivez, there's no turning back, so be ready for anything.



WANTED



Xplosivez has a lot of loot hidden in barrels and crates throughout this area. Be sure to break every one you see to get more moolah.



Xplosivez is located high up in the canyons, so once you start going after him, you have to finish. After you exit the bounty store, head across the street to the general store. Load up on new items and check out the fortune teller machine for Oddworld techniques. Exit the store and head up the road to the right. Follow the road all the way to the back, where you can jump on the elevator in the big tower. Ride it to the top, then travel down the long tunnel.



At the end of the tunnel, you find your first set of outlaws in the area. Stay near the tunnel exit, where you can be more protected from enemy fire. Peek out from the tunnel exit and shoot the orange barrels when enemies are close to them. Those exploding barrels make short work of a lot of those punks. If any happen to stand under the giant boulder dangling from the crane, you can shoot the blue surge target to release the rock and squish them like bugs. For the remainder of the enemies left alive, use your Zappflies and Bolamites to render them helpless.



SHOOT THE EXPLOSIVE BARRELS IN THE NEXT AREA TO MAKE SHORT WORK OF YOUR ENEMIES.

After the area is clear, jump into the mine cart. The gate opens, and you begin to move along the tracks. As you travel, outlaws appear along the canyon walls to shoot at you. The best way to take them out is to shoot the explosive barrels with your Zappflies. After you start, shoot the barrel next to your attacker on the upper right. Two more thugs are standing on the first flat ground you pass. As you enter the cave, shoot all the orange barrels to take out the outlaws who emerge and try to shoot you. Blast any survivors with your Zappflies and Puzzles. As you get deeper into the cave, the floor gives way, and you fall down to some deeper tracks.



AS YOU TRAVEL IN THE MINING CART, SHOOT THE EXPLOSIVE BARRELS TO KILL ANY SNIPERS TRYING TO SHOOT YOU.



KNOCK OUT THE BANDITS ON THE GROUND SO YOU DON'T HAVE THEM SHOOTING YOU IN THE BACK WHEN YOU RIDE INTO THE CAVE.

After your cart comes to a stop, you can get out. Move toward the back corner, where the rope is hanging down, with your Zappflies and Bolamites ready. Shoot and collect the two outlaws who fall down the opening, then climb the rope. Jump into the tall weeds next to the top of the opening. From the weeds, you can lure over all the immediate guards in the area with your Chippunks. After they come over, incapacitate and collect them.

After the enemies are captured, run up the nearby wooden ramp and down the right walkway. Jump into the little area at the end, where you can smash some crates for easy moolah and ammo. Climb the rope and follow the wooden walkway in the other direction with your Zappflies at the ready. You find a few outlaws waiting for you at the end of the walkway. Shoot the explosive-carrying outlaws as they charge you to damage the other fools close by. Blast anyone still alive after the explosions.



MONGO VALLEY



SHOOT THE OUTLAWS WHO HAVE EXPLOSIVES ON THEIR BACKS WHEN THEY ARE NEAR THEIR FRIENDS. THE EXPLOSIONS KILL THE ATTACKERS AND DAMAGE ANYONE NEARBY.

At the edge of the wooden walkway, you find more enemies below. Shoot the orange exploding barrels, then shoot anyone still standing. Once everyone is dead or captured, jump down and activate the blue switch. The switch opens the gate next to you, as well as one in the cave entrance next to the wooden ramp. Two thugs enter the area from the cave, so run back into the weeds you first hid in after you climbed the rope. When the two big outlaws run by your position, you can blast them with Thudslugs and Zappflies and collect them.

Enter the cave those two goons came from. Follow the tunnel and shoot the explosive barrel at the corner of the tunnel when the guard is close. Shoot the other outlaws who come over to investigate. A flamethrower in the corner blasts you with burning fire as soon as you are in view. Demolish the flamethrower with a Boombat, then work your way farther into the tunnel.



THE FLAMETHROWER IN THE CORNER WILL ROAST YOU ALIVE IF YOU DON'T DESTROY IT.

Activate the blue switch on the left of the tunnel to open the next gate. McGee takes off to guard his loot, leaving his minions to take care of you. Use a Boombat to blast the outlaw with the flamethrower who chases you into the cave. Use your Zappflies to drop the goons outside the cave and capture them.

The gates are closed in the area, so you have to jump into the mine cart and ride it. This cart has a bar in front, so turn around and look behind you. An enemy tries to sneak up behind you in another cart. Blast him with Zappflies and Puzzles until he falls out.



YOUR ENEMIES TRY TO SNEAK UP BEHIND YOU WHEN YOU RIDE YOUR SECOND MINE CART.



Face forward in the cart again as you keep moving. Look for outlaws standing on wooden walkways along the canyon walls to the side. Shoot the explosive barrels to send the walkways, and the bad guys on them, crashing to the ground. Keep shooting at those outlaws and regenerate your health between fights.

When you see more tracks link up to yours, it's time to turn around because more enemies are trying to roll up behind you. Blast the goons in those carts with more Fuzzles and Zappflies. Continue to shoot your enemies from the side of your cart while keeping an eye on the back of the cart. Take out more enemies when they come rolling up the tracks behind you.



THE CANYON WALLS ARE COVERED WITH ENEMIES. LUCKILY, THEY ARE ALSO COVERED WITH EXPLODING BARRELS THAT DO MAJOR DAMAGE WHEN HIT WITH YOUR ZAPPFLIES.

The cart eventually comes to rest in a cave. Outside the cave is a long canyon filled with ruthless outlaws waiting to shoot you. After you exit the cave, hide in the tall weeds and lure over the guards down the road.

Head along the trail while keeping close to the canyon walls. Enemy snipers on the wooden walkways above your head try to shoot you. Shoot the explosive barrels next to them to take them out. Break the wooden fence and lure any nearby enemies over to your location, where you can knock them out and collect them. Run behind the green metal wall next to the trail to get some cover. Take out the enemies on the walkways above, then finish off the enemies on the ground.



TAKE OUT THE GUARDS STANDING NEXT TO THE EXPLODING BARRELS ON THE WALKWAYS ABOVE THE CANYON FIRST.



THEN GO AFTER THE GOONS ON THE GROUND.



The next gate opens when you get close. Wrap up the guard on the other side of the gate with the Bolamite and capture him, using the large stone as cover. Blast any outlaws you can see in the canyon ahead of you, then break down the next gate. Stay near the gate entrance and fire a Chippunk at the other side. When a goon comes to investigate, you can blast him with a Zappfly. Continue to clear the ground area, then shoot at anyone you can get a clear view of above you.

Follow the trail until you find more outlaws. Use a Bolamite to incapacitate the flamethrower minion, and a Thudslug to drop those Semi Autos. Clear the skies and continue down the trail until you come to a tunnel entrance. Hide behind the rocks outside and use your Chippunks to bait the thugs into coming close. Continue to bait and catch as many of your enemies as you can, then blast the rest. Try to hit the outlaws carrying explosives when they're running past other outlaws to inflict damage on both of them.



HIDE BEHIND THE ROCKS OUTSIDE THE TUNNEL ENTRANCE, WHERE YOU CAN LURE YOUR ENEMIES TO THEIR DOOM.

When the area is clear, run into the tunnel and follow it to find more enemies. Hide behind the crates along the walls for cover while you take them out. Blast the flamethrower in the corner of the tunnel with your Boombat to avoid taking too much damage. Activate the blue switch next to the wall if those outlaws closed the door.

At the end of the tunnel, you see a round courtyard below, but the entrance is blocked. Jump through the opening to the left and get your crossbow ready. Use a Bolamite to wrap up the flamethrower minion and Zappflies to drop the other two thugs. Run into the tunnel and break the ammo boxes. Activate the blue control switch in the tunnel the goons came from to open the nearby gate and get to Xplosivez McGee.

BOSS BOUNTY TIME

Xplosivez McGee

Recommended Ammo:

Thudslugs,
Boombats, Zappflies

Xplosivez McGee is really into explosives, as you probably figured out on your way to meet him. This showdown involves plenty of firepower and plenty of explosions. You start the fight under a walk-

way in the middle of the outdoor arena. McGee circles the area in a moving cart while his minions fire at you from the sides of the cliff.

Get your crossbow ready because a flamethrower minion slides down in front of you. When he charges in to roast you, wrap him up with a Bolamite and collect him. Hit the three orange barrels on the cliff wall

ahead to kill the outlaws standing next to them.

After the area is free of McGee's lesser minions, wait for his cart to approach the blue surge target on his level. The target you need to hit has red and green arrows and starts to ring when it's time to fire at it. As he gets there and you hear the ringing, fire at the target, causing the tracks to drop and sending him to a lower level.



Be sure to stay close to the little walkway on this level. It provides you with your only cover.

BOSS BOUNTY TIME

Xplosivez McGee

(cont'd)



After you take out Xplosivez McGee's minion, McGee fires missiles at you. Keep moving so they don't get a lock on you.



Hit the blue surge target with the red and green arrows when you hear the chiming. This lowers the tracks, sending McGee closer to the ground.

McGee is almost to the ground level, but there are new enemies to defeat. A gate opens in the cliff wall, where some outlaws were hiding out. Shoot the explosive barrels inside, then shoot any of the survivors.

After the last one falls, shoot the next surge target that's chiming on McGee's level to send him crashing to the ground.

Xplosivez McGee crashes to the ground but isn't through yet. He chases you around with a large gun while his cart circles the area shooting at you. Stay close to the small walkway in the center of the area for cover. Fire a Boombat at the cart gun to get rid of that problem.

More enemies appear in the alcoves on the cliff wall. Drop them with Zapplies and Thudslugs. After the area is free of lesser minions, shoot the next surge target with the red and green arrows when McGee's cart gets close.



Get those outlaws coming out of the gate before you lower McGee to the ground level.

BOSS BOUNTY TIME

Xplosivez McGee

(cont'd)

Clear the area of any minions who might still be roaming about, then take care of McGee. Fire your Boombats at his feet when he chases you around the center walkway. Keep hitting him until he's down for the count and you can capture him.



Destroy McGee's cart gun.



Then concentrate your fire on McGee.

Scour the area for loot and ammo, then head into the tunnel where some of the last enemies came from. Destroy the flamethrower with your Boombats before you enter. Jump down the opening at the end of the tunnel. Shoot the barrels to find hidden loot in the next room and collect more moolah against the wall. Follow the next tunnel and activate the blue switch to open the gate. Follow the rest of the tunnel and jump over the debris at the end to get back to town.



COLLECT THE HIDDEN LOOT BEFORE YOU
MOVE DOWN THE TUNNEL.

On the streets of the town, you find a female Clakker who knows about a black market. She even knows the password—molasses. What kind of shady business does she run that she knows about this black market?

ODDWORLD
STRANGER'S WRATH



THAT FEMALE CLACKER KNOWS ABOUT THE BLACK MARKET SHOP.

Climb the rope across the street from the mother Clakker and follow the wooden walkway around the buildings. Interact with the door to say the password to get in. Once inside, you can talk to the clerk to buy new stuff. Fill up with the supplies you need, especially the Sniper Wasp, then head to the bounty store. Before you can get any new assignments, you need to get a Mongo River Pass at the general store. Buy the pass and any other items they're selling, then return to the bounty store.

Bounty: Lefty Lugnutz



He's been known to hunt Slegs around these parts.



Lefty likes to hang out down at the creepy grub graveyard, but to get him out, you have to use a Sleg call. You better talk to the town Sleg hunter to get some help. You can find him standing next to the general store. He won't help you unless you go to the Mongo Wilds and kill the giant Sleg that put him out of commission.

Follow the road to the end of town and you find the Port Authority. Talk to the clerk behind the desk, and, since you have a pass, he opens the door inside the room. Follow the hallway to get to the other side of the Port Authority. Run out into the open and follow the water to the left. Follow the water until your radar turns on, indicating that enemies are near.



USE YOUR MONGO RIVER PASS TO GET THROUGH THE PORT AUTHORITY.

Swim across the water to the land on the other side. Swim along the shore and shoot all the tiny Slegs on land. After all the smaller Slegs are dead, you are ready to deal with the big one that hurt the Sleg hunter in town. Stay close to the water's edge and unload on the giant Sleg with Zappflies and Stingbees. It will spit green slime at you, but it doesn't do much damage. Keep up your attack and after the giant Sleg dies, backtrack to the Port Authority and speak to the Sleg hunter to get the Sleg call.





THE SLEG YOU'RE LOOKING FOR IS ON THE SHORE ACROSS THE WATER.



THAT IS ONE BIG SLEG. SHOOT IT WITH YOUR THUDSLUGS AND ZAPPIES BEFORE IT PUTS YOU OUT OF COMMISSION.



After you learn the Sleg call, return to the water and follow it to the right. Run along the trail and across the narrow bridge. Break the wooden barrels for hidden loot, then head along the dirt trail. Break the wooden fences that get in your way. When you see barrels on a raised rock to the right of the trail, climb the small stone slope to the left. From there, you can double jump to the barrels, which you can break for hidden loot.



ON YOUR WAY TO THE GRAVEYARD, STOP AND COLLECT OUT-OF-THE-WAY MOOLAH.

Get back to the trail and follow it to some crates to the right of the road. Jump on the spiral rock beyond the crates and travel to the top. From there, you can double jump to the cliff wall to pick up more artifacts. Return to the trail again and follow it to a drop-off point and a rope.

Jump to the lower level and break the nearby crates for some Boombat ammo. Follow the water into the graveyard area. Move into the center of the graveyard area and press the activate button. You try your Sleg call, and Lefty comes out. Unfortunately for him, there's no Sleg—just you.



THERE'S THE GRUB GRAVEYARD. GET INSIDE AND TRY THE SLEG CALL TO LURE LEFTY OUT INTO THE OPEN.

BOSS BOUNTY TIME

Lefty Lugnutz



Recommended Ammo:
Thudslugs, Boombats,
Zappflies, Stingbees

Before you can fight Lefty, you have to fight some of his boys. After the fight begins, run to the right and toward the water. There, you can find some tall weeds to hide in while you take out these outlaws. Lure them over with

Chippunks or by getting their attention yourself. When they get close, blast them with Zappflies or Bolamites to incapacitate them. Collect them one by one while staying close to cover to avoid enemy fire.

After the last of his boys has been defeated, Lefty runs out onto the ledge above the cemetery and starts shooting at you. Run to the center of the cemetery and fire a combination of Thudslugs, Zappflies, and Boombats at him to cause him the most damage. As he fires at you, use the tombstones as cover. After a few hits, he runs for cover. Take out any of his minions who've joined him on the cliff ledge.



Hide in the weeds near the water's edge and take out Lefty's boys one by one.



Lefty takes cheap shots at you from the cliff ledge above. Fire your Thudslugs at him to teach him a lesson.

BOSS BOUNTY TIME

Lefty Lugnutz (cont'd)

Lefty appears on the ledges a few times before he sends his troops out on the ground again. Return to the tall weeds and use the same techniques to capture each one. If the outlaws don't come to you, then you have to go to them and take them down with Thudslugs and Zappflies.

After the last one falls, Lefty comes back out for a visit. Continue to use the tombstones for cover as you nail Lefty with your Thudslugs. Be sure to take out the minions on the cliff ledges as well. Eventually, Lefty falls to the ground, so run back to the weeds. As he charges your location, unload on him with your Stingbees and Thudslugs. Keep pounding on him until you finish him off and can collect him.



Once Lefty falls to the ground, he's almost down for the count.

With Lefty in your care, collect all the loot and ammo in the area and head into the cave that opened in the cliff wall. Activate the blue switch at the end to open the gate and return to the trail used to get to the graveyard. Once on the trail, backtrack all the way to the Port Authority. Talk to the Clakker behind the counter, and he opens the gate for you to get into town. Once you're back in town, go to the bounty store to get your moolah and receive a fresh assignment.

Bounty: Elboze Freely

People have spotted him on the beachhead outside of town. Don't get too close, though, or he'll knock you out.



WANTED



They say Elboze Freely and his gang are all whacked out in the head. It sounds like you're in for a treat. Head for the general store and check out the new supplies they have. After you exit the store, head through the Port Authority and follow the water to the left.

When the shore ends, swim across the water to the other side where the Slegs roamed. Continue downstream and run up the stone incline along the cliff wall. Drop to the water after the incline ends and follow the shore. Use your Bolamites to help catch the outlaws who get in your way. Outlaws across the lake start firing ammo into the water, but they can't hit or even see you. Follow the shore until it ends, then swim across the large body of water toward the right side. You land on the shore far enough away from your enemies so they can't see you coming.



WHEN THE SHORE RUNS OUT, IT'S TIME TO SWIM ACROSS THE LAKE TO GET TO THE OUTLAWS ON THE OTHER SIDE.

A lot of the outlaws on this side of the water like to stand next to those exploding orange barrels. Shoot the barrels to kill most of the bad guys, and drop the rest with your Zapplies or Sniper Wasps. Move along the coast, staying behind the large boulders and trees so your enemies don't see you. Shoot the outlaws with explosives on their backs to blow them into bloody bits.



THOSE POOR OUTLAWS NEXT TO THE ORANGE BARRELS ARE ABOUT TO GET A WAKEUP CALL.

Keep moving down the coast until you get to an old shack. Capture the last of the enemies in the area, and follow the trail next to the shack. Climb the rope to the first landing and look to the ledge along the cliff wall. Shoot the orange barrel to kill the outlaw next to it.

**ODDWORLD
STRANGERS WRATH**

Double jump to the rock ledge where that outlaw was standing. Quickly turn around to shoot the barrel high up on the cliff wall behind you to kill another outlaw. Collect the valuable moolah on the ledge, then double jump to the large boulder between the cliff and the shack. Another double jump lands you on the shack roof, where you can grab more moolah for your collection.



YOU HAVE TO DOUBLE JUMP TO THE BOULDER AND THEN TO THE ROOF TO COLLECT ALL THE ARTIFACTS IN THE AREA.

After the area is cleared of loot and enemies, you can climb the ropes to get to the upper area. Follow the path to the right and shoot the explosive minion before he charges you. Wrap up his buddy with a Bolamite shot so you can collect him.

A large group of outlaws has gathered in the next area. Get behind the large boulder and fire a Boombat into their midst to knock them out. If any survive, you'll have to take them down one by one. Shoot the minions with explosives on their backs first. Their explosions hurt anyone nearby. As the outlaws try to get in close, shoot the barrels in the area for added damage. Use the rocks and trees as cover as you finish off the rest of the outlaws.



A BOOMBAT BLAST IN THE MIDDLE OF THE OUTLAW GROUP SHOULD GET THE PARTY STARTED.

Climb the set of ropes in the back of the area and jump to the section at the top. You are quickly spotted, so shoot the large stash of orange barrels to create a huge explosion. Minions with explosives on their backs charge in for the kill. Shoot them down before they get close enough to hurt you. Move farther into the area, taking cover behind the large boulders. Take down any opposition you see. Use the Bolamites on the Semi Autos. Run to the end of the area and jump down the large steps to face Elboze.



YOU'RE ALMOST TO THE BIG BOSS. TAKE OUT THE LAST OF THESE OUTLAWS IN THE AREA TO GET TO HIM.



BOSS BOUNTY TIME

Elboze Freely



Recommended Ammo:
Thudslugs, Boomtarts,
Stingbees, Zappflies

Elboze Freely is one hulking brute who looks to be more of a machine than an actual living creature. Elboze is an extremely powerful fighter when close, so when he charges, you need to run.

Head for the steam vents in the ground and ride them up to the ledges above the arena.



There's Elboze in the back of the arena, and he doesn't look very happy to see you.



Jump on the steam vents and ride them to the safety of the ledges above the arena.

Elboze Freely needs you on the ground to be able to attack you. As you're perched safely on the ledge, he runs to the outer wall behind your ledge and activates the controls to drop you. He's missing his back armor so hit him there when his back is turned, which activates the switch to drop you. You might feel bad about shooting him in the back, but you'll feel even worse if he gets his

BOSS BOUNTY TIME

Elboze Freely (cont'd)

hands on you. Continue to shoot him in the back and ride the steam to get to the upper ledges. Fire everything you've got at Elboze until he is down for the count, and you can collect your bounty.



Fire at Elboze when he goes to activate the controls along the outer wall to drop you.

After you collect Elboze, a passageway opens in the center of the arena. Jump into the opening and you find yourself in a long tunnel. Run along the tunnel until it ends, with a smaller tunnel off to the left. Follow that tunnel until it leads you back outside to the water. Move along the coast to the right and into the Port Authority. Talk to the Clakker behind the counter to open the gate, then run to the bounty store to collect your moolah.

Bounty: Fatty McBoomboom

Fatty's been bribing the town, so you might have trouble finding his hideout. Watch out for his crazy wrastlin' move.



WANTED



DEAD OR ALIVE

ODDWORLD
STRANGER'S WRATH

If you want to get Fatty McBoomboom, you have to talk to Sky Cart Joe first. He runs the sky carts that can take you to Fatty's lair. After you leave the bounty store, head down the road to the right. Sky Cart Joe is the Clakker wearing the high top hat and vest. Joe isn't very nice and doesn't seem to want to help you.

The only way to communicate with Joe is to punch him in the face. Your fist to his face seems to do the trick. He runs off pretty quickly. Now you have to go to the sky carts. Run through the Port Authority and into the large building on the other side next to the water.



SKY CART JOE DOESN'T SEEM TO WANT TO HELP YOU. MAYBE YOU CAN TELL HIM WHAT THE FIVE FINGERS SAID TO THE FACE.



THE SKY CARTS ARE INSIDE THAT BUILDING, ALONG WITH SKY CART JOE.

Once you get inside the large building, talk to Joe to make him run the carts. Step on the cart nearby and enjoy the ride across the water. On the other side of the water, run into the building and follow the long passageway all the way to the end, where you find yourself in a long canyon.

Follow the trail until it turns a corner, and you can see a building with some guards out front. Hide in the weeds to the

right of the trail and lure the outlaws to you. With the outside clean, you can head into the shack. Wrap up the guards inside with Bolamites and add them to your collection. Grab the moolah against the wall and exit the shack.



TAKE OUT THE GUARDS ON THE OUTSIDE OF THE SHACK, THEN CLEAN OUT THE INSIDE.

The trail outside the shack leads to a half pipe you need to slide down. Climb the rope nearby to get to a landing with some moolah. Double jump to get to another platform on the cliff wall, and from there you can jump to a lower platform, where there's more moolah to collect. Fall to the ground and smash the wooden fence hiding barrels with loot. When the outside is free of collectibles, head in to the next structure.



CLIMB THE ROPE ALONG THE CLIFF WALL TO GET TO THE HIDDEN ARTIFACTS.

Around the first corner are two bandits. Let them see you, then use a Zappfly to detonate the outlaw with the explosives on his back. If that doesn't kill his friend, use a Bolamite to help capture him.

Follow the hallway up and use your Bolamites to wrap up the next two guards. Don't go outside yet. Instead, continue to the top floor of the building. Collect the moolah on the ground, then climb the rope to get some Bolamites at the very top. Smash the crates for hidden loot, then you can run out the door you passed.



YOUR BOLAMITE WEB DISABLES YOUR ENEMIES IN AN INSTANT.

Jump on the mine cart and get your Zappflies ready. As you start to move in the cart, look to the hillside ahead and above the cart tracks. Shoot the orange barrel to kill the gunman up there. As the cart nears the cliff, the gates open, and you can see your enemies on the other side. Blast the outlaws on the ground with your Zappflies and shoot at the orange barrels on the platform ahead of you to kill the guard up there. Turn around in your cart and shoot anyone trying to sneak up behind you.

When the cart stops in this area, quickly jump out and get behind the nearby stone wall for protection. More enemies swarm in for the attack. Use your Bolamites to wrap up the Nailer and Semi Auto. The lesser minions can just be blasted with your Zappflies. If you get a group of outlaws attacking you all at once, use your Boomkarts to disperse the crowd. Stay close to the cover until all the outlaws are captured.



SHOOT YOUR ENEMIES AS YOU TRAVEL ALONG IN THE MINE CART.



STAY CLOSE TO THE ROCKS FOR PROTECTION AND LET THE BAD GUYS COME TO YOU.

The trail continues around the corner from the stopped mine cart. Hide in the tall weeds to the right of the trail and use your Chippunks to lure over outlaws to wrap up with your Bolamites. After you collect all the ground units, there are two more bandits waiting around the corner on platforms above the trail. Shoot the explosive barrels next to them to kill them quickly. Follow the trail through an open gate, where you find good old Fatty himself.



BOSS BOUNTY TIME

Patty McBoomboom



Recommended Ammo:
Thudslugs, Boombats,
Zappflies, Stingbees

Hide behind the large boulder in front of you and get ready for action. Fatty comes rolling in from the right, so blast him with your Boombats and Thudslugs the first chance you get. The Boombat blast will send him

sprawling to the ground, perfect for another shot. Keep up the pressure so he can't get a shot off.



Fatty's well-armed friends cover the area, so take them out when they get in your way.

As you fight Fatty McBoomboom, more of his goons rush in to protect him. Stay near the first boulder you hid behind for cover. Some of his cohorts fire at you from alcoves in the cliff walls. A single Zappfly hit sends them crashing to the ground. Enemies on the ground can be blasted with Stingbees and Boombats.

When the coast is clear, you can return to hitting Fatty. With enough shots, he's down for the count. Add him to your bounty collection.

BOSS BOUNTY TIME

Patty McBoomboom

(cont'd)



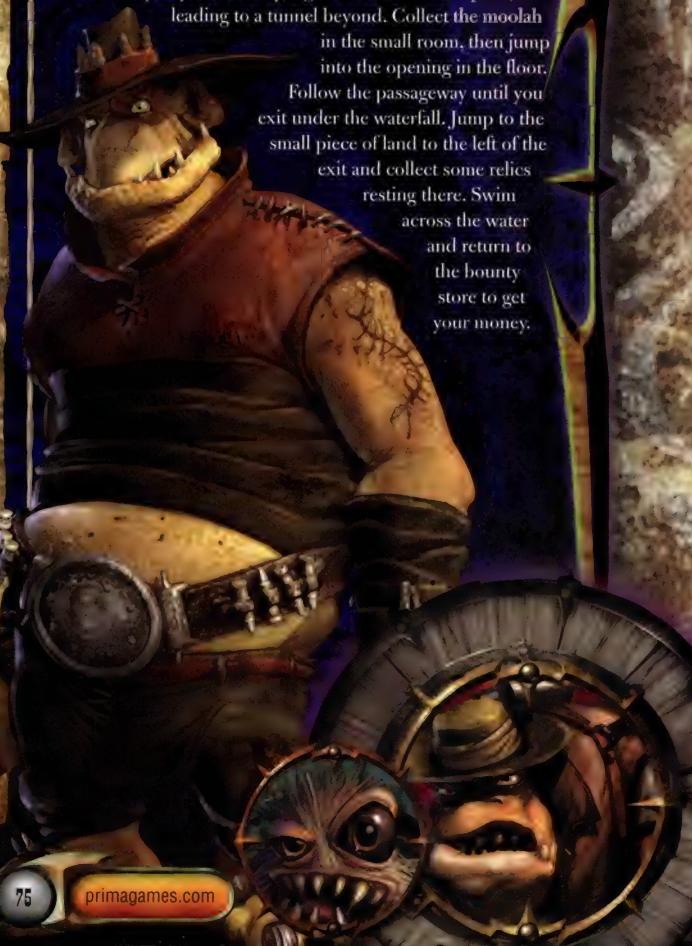
Fatty takes a shot at you every chance he gets, and his shots are fast and dangerous.



A Boombat blast knocks Fatty to the ground, leaving him open for more attacks.

With Fatty in your custody, a gate in the cliff wall opens, leading to a tunnel beyond. Collect the moolah in the small room, then jump into the opening in the floor.

Follow the passageway until you exit under the waterfall. Jump to the small piece of land to the left of the exit and collect some relics resting there. Swim across the water and return to the bounty store to get your money.



DUSKY HOLLOW

DOC CALLED AND IS READY TO SEE YOU AT HIS PLACE UP RIVER. THE BARGE KEEPER IS THE ONLY ONE WHO CAN TAKE YOU THERE. HEAD BACK TO THE WATER YOU JUST CAME FROM AND RUN ONTO THE DOCKS. THE BARGE KEEPER IS ON THE FAR RIGHT DOCK. TALK TO HIM AND HE TAKES YOU TO DOC'S PLACE.

Town Gate
Leave town through Skylight

Town

Fall through Skylight

Downhill Run

Start

Outlaw Hideout

D. Caste Raider



Exit to Wolverine Docks



**TALK TO THE BARGE KEEPER AT THE END OF THE DOCKS,
AND HE TAKES YOU WHERE YOU WANT TO GO.**

You get to Doe's office only to find him strung up. Your operation is the least of your worries because this was a setup, and D. Caste Raider and his gang want the Steef you know about.

As soon as the action starts, turn around and head for the entrance. Unfortunately, it's blocked, but you can hide behind a wall to the right of the gate. Bag up anyone who charges you, but stay put to avoid enemy fire. Eventually, D. Caste Raider calls for a ceasefire and offers to split the reward. As soon as your guard is down, you get knocked out.



**THE AREA IS SWARMING WITH OUTLAWS. HIDE YOURSELF
BEHIND THE HOUSE WHERE DOC WAS STRUNG UP.**

You awake to find yourself hanging from the ceiling. Just when things couldn't get any worse, the plans for your operation fall to the ground. That's when the outlaws discover that you're actually a Steef. You're about to be skinned alive when unseen attackers free you and rescue your belongings on the ground.

Just when you're about to escape, D. Caste Raider and his goons try to stop you. Run behind a nearby pillar and wait for your enemies to come get you. As soon as they get close

enough, give them a slap with your powerful hands. Try to knock them into the fire to take them out quickly.

Move around the pillar to keep some cover between you and your enemies. D. Caste Raider rushes you, swinging his big mallet at your head. Move to the side to avoid his blows, then give him a good slap to send him flying. Keep up your assault until everyone in the room has been put down. After D. Caste Raider is out, a part of the burning ceiling crashes through the floor, creating an exit for you.



**HIDE BEHIND THE PILLAR IN THE ROOM TO GET
SOME COVER FROM YOUR ENEMIES.**



**KNOCK YOUR ENEMIES SILLY AND
INTO THE FIRE IF POSSIBLE.**



Jump through the hole in the floor and follow the passageway. Knock out the two guards blocking your path and jump through the window at the end. Follow the trail outside to the right and pass the front of the burning house. Enemies fire at you from on top of the burning structure, so move quickly.

The trail leads you into a tunnel with breakable fences. Move along the tunnel and jump to the lower level at the end. A lit path continues on the right and leads to a large window you need to fall through. Break the window and run straight through the next few fences ahead. Move quickly because gunfire rains down on you from the buildings all around. Follow the alleyway as it winds through town and past the yellow bus.



THE PLACE IS BURNING UP, BUT THOSE OUTLAWS STILL WAN'T A PIECE OF YOU, SO KEEP RUNNING.

You're almost out of the town when the gates ahead of you close. Turn right and head up the ramp, where you can crash through the window at the top. Once you land on the floor below, head out the front door. Run straight ahead and into the night. You keep running until you see the cutscene, and Stranger rests for the evening.



WHEN THE GATE AHEAD OF YOU CLOSES, HEAD UP THE RAMP TO THE RIGHT AND CRASH THROUGH THE WINDOW AT THE TOP.



BLOODY BAY

Wolvark Shipping Facility Interior



Shipping Facility

Wolvark Docks

Covered Bridge

Drop Ship Launchsite

Boat Assault

Boat Cave Grotto

Native passage to grotto

Native Gates

Native Grubb Village

- Mongo River
- Native Structures
- Industrial Structures
- Docks
- Watertfalls

Start

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YOU AWARE IN A NARROW CANYON WITH THE SUN SHINING. FOLLOW THE TRAIL IN FRONT OF YOU AND INTO THE SMALL PASSAGEWAY NEXT TO THE STONE BUILDINGS. AT THE END OF THE PASSAGEWAY YOU GET TO THE GRUBBS NATIVES' CITY.

THE GRUBBS AROUND THE TOWN SEEM PRETTY HAPPY TO SEE YOU. IT WAS THEY WHO HELPED YOU ESCAPE FROM THOSE OUTLAWS. SEKTO HAS BEEN MAKING THEIR LIVES HELL, AND THEY NEED YOUR HELP. THEY EVEN HAVE A BOAT FOR YOU TO USE, BUT TO GET IT, YOU HAVE TO GET PAST THE WOLVARK FACILITY. THAT SHOULD BE NO PROBLEM FOR A TOUGH STEEF LIKE YOU. THE GRUBBS GIVE YOU SOME ARMOR TO PROTECT YOURSELF AND SOME NEW AMMO FOR YOUR CROSSBOW.



THE INHABITANTS OF THE GRUBB VILLAGE NEED YOUR HELP TO GET THEIR WATER BACK.

BOLA BLAST

An improvement on the Bolamite, the Bola Blast wraps up multiple enemies for you. The Blast takes all your enemies for a ride.



HOWLER PUNK

An improvement on the Chippunk, the Howler Punk yells louder, farther, and longer. It even attracts more enemies than the original.



RABID FUZZLE

An improvement on the Fuzzle, the Rabid Fuzzle can be set as a trap just like the original. This version fires multiple Rabid Fuzzles, which are much more vicious and inflict heavier damage than normal Fuzzles.



**CHI
WOLV** Since the good doctor is dead, you can no longer get that operation, which means that you don't need all that money. The only thing you're after now is revenge against Sekto. Collecting your enemies doesn't get you any money, but it can provide you with useful ammo.

RETRIEVE THE STEEP BOAT

If you want to get to Sekto, you need to get the boat the Grubbs have hidden under the waterfall. The bad news is that you have to go through the Wolvark Facility to get there. Those Wolvarks won't be too happy to see you come walking around their territory.

ODDWORLD
STRANGERS WRATH

You start at the top level of the Grubb town, so jump from level to level until you reach the ground. Run straight ahead, then follow the trail to the little canyon, where a Grubb tells you that you have a breeder bag and that capturing Wolvarks will increase your ammo. After you get that useful information from the Grubb, work your way through the canyon. A gate is closed to the right, so follow the left path. When you reach the water, you can see the Facility in the distance.



THE FACILITY ACROSS THE WATER IS WHERE YOU NEED TO GO.

Follow the trail along the coast until you can't go any farther. Jump to the little island in the water. From the top-right edge, you can jump to the other side. Run up the dirt ramp along the cliff wall. Shoot the guard in the tower to the right and shoot anyone moving on the ground.

Stay behind the box near the top of the ramp for cover. More guards from the lower level run up a ramp near the guard tower. Lure multiple Wolvarks over with your new Howler Punks so you can wrap them up and collect them with ease. Wait for all the guards to get in close so that one shot from your Bola Blast takes care of all of them.



THE LARGE BOX NEAR THE GUARD TOWER PROVIDES EXCELLENT PROTECTION FROM ALL THE GUNFIRE IN THE AREA.

When the coast is clear, run down the ramp those Wolvarks just came from. An automatic gun turret in the distance rains bullets on you, so get behind the nearest storage container to the left. Run to the left wall and break the crates for some extra ammo. Lure the Wolvarks patrolling the area over to their doom.



Fire a Zappfly at the blue surge targets in the area to make the cranes drop their containers. This can give you some protection from the auto gun in the distance. You can also lure your enemies under the cargo before you drop it to crush them like empty cans.

Move from cover to cover to get closer to the large gun. Activate the blue switch to the right of the gun. The switch lowers the nearby bridge to the next area and opens a door under the old gun placement. Stand by the wall next to the gun to get some cover because Wolvark guards come out of the newly-opened door. Lure those guards to the orange barrels with Howler Punks. Fire your Zappflies to detonate the barrels, killing anything close by. Drop any more Wolvarks in the vicinity.



THE AUTOMATIC GUN WILL TEAR YOU TO PIECES IF YOU DON'T GET SOME COVER.





WHEN THE WOLVARKS GET CLOSE, SHOOT THE EXPLOSIVE BARRELS TO ELIMINATE YOUR OPPONENT.

When the coast is clear, you can run across the bridge you lowered. If the Wolvarks have raised it, you have to activate the switch again to lower it. Shoot the orange barrel at the end of the walkway to the right, then wrap up the guards who survive. After you add them to your collection, move around the row of boxes to see some enemies walking away from you. As soon as they all walk under the hanging box, shoot the blue surge target to crush them.



SHOULD YOU DROP THAT LARGE CONTAINER ON THE WOLVARKS' HEADS? SURE, IT WILL BE FUN!



Break the crates labeled with a Rabid Fuzzle if you need that ammo, then continue down the passageway. Fire a Howler Punk at the orange barrel ahead. When the Wolvark guards investigate, shoot the barrel. Use your Bola Blast to help you wrap up and collect anyone who survives.

Activate the switch at the end of the walkway to lower another bridge. The Wolvarks activate the large turret gun when they see you. Duck behind the large box on the other side of the bridge and take out any Wolvarks nearby.

Stay close to cover in the area to avoid the turret gun while you concentrate on your enemies. Shoot a Howler Punk at the orange barrel down the walkway, then blast it with Zappflies when the Wolvarks get close. Run down the ramp around the corner from your protective cover and take out more enemies that might be lurking out of sight.

At the bottom of the ramp, activate the blue switch on the wall. The sewer gate opens below you. Jump down and follow the sewer to get inside the facility so you can avoid fighting any more Wolvarks outside.



USE THE BOXES YOU FIND AFTER YOU CROSS THE BRIDGE AS COVER FROM WOLVARKS AND THE LARGE TURRET GUN ON THE WALL.

Once you enter the sewer, follow the passage up until you get to a room filled with ammo boxes. Collect what you need, then head to the other side of the room and break the board blocking the doorway. Walk along the curving hallway until you see more enemies. Wait until they are close together before you give them the Bola Blast.

As you move in to collect the bodies, the door in the left wall opens and more Wolvarks spill out. Use your Bola Blast to take them out so you can collect them. Be sure to use the walls as cover to avoid taking too much damage.

After everyone in the immediate area is gone you can smash the glass door blocking the way. Move down the hall until a Wolvark comes out the door in the right wall. Shoot the orange

BLOODY BAY

barrel to take out that fool. Blast the rest of the enemies that come out of the door to the left. After the hall is clear, you can explore the rooms on the left side of the hall. The two small rooms contain ammo crates to replenish your supplies.



WOLVARKS GUARD THE HALLS, SO HAVE YOUR CROSSBOW READY WITH ZAPPLES AND BOLA BLASTS.

Follow the curving hallway to a glass door past the escaping steam. After you shatter the glass, fire the Bola Blast to wrap up the Wolvarks for easy collection. Jump the crates in the next hallway and break the glass door to the right.

Climb the crates to break the ammo boxes. From the top crate you can jump to a vent in the wall. Follow the vent and fall into the next room at the end of the vent tunnel. Before you break through the green, highlighted door, turn around and head for the bathroom stalls. It sounds like some Wolvarks ate some bad food. Take their minds off their problems by smashing the two outer stall doors and adding those enemies to your collection.



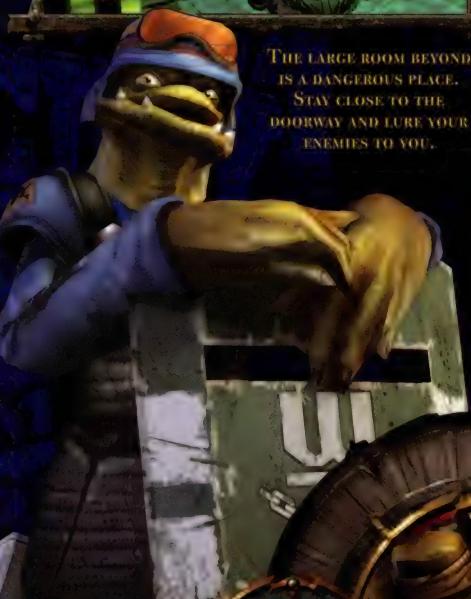
CLIMB THE BOXES TO GET TO THE VENT IN THE WALL.

Now you can break the green, highlighted door blocking your way. The large room beyond is crawling with various enemies. Get their attention by shooting the orange barrels in the room and retreat back to the room you just came from. Fire a Howler Punk near the doorway for good measure.

When the Wolvarks come to the doorway, hit them with the Bola Blast. When you go to collect your victims, use another Bola Blast on anyone near the doorway. After you suck up those Wolvarks, retreat back into the room before you take too much damage. Wait for more enemies to come after you and repeat the capture process. When your radar shows only a couple enemies left, you can take the fight to them.



THE LARGE ROOM BEYOND IS A DANGEROUS PLACE. STAY CLOSE TO THE DOORWAY AND LURE YOUR ENEMIES TO YOU.



Break the ammo boxes scattered about the room and bust the door on the other side of the room. Beyond the doorway is a long hallway with some Wolvark guards at the other end. Fire a Howler Punk into your end of the hall and wait for all the guards to come over before you wrap them up with a Bola Blast. Add those thugs to your collection and head down the clear hallway.

Jump the crates around the corner at the end of the hall. Five Wolvarks guard the next door around the corner. Two Bola Blasts wrap them all. Collect your fallen prey, stopping only to rewrap those that break their bonds. Smash the glass door those guards were watching and head down the ramp.



THE WOLVARKS ARE TOO SPREAD OUT TO NAB WITH ONE BOLA BLAST, SO YOU HAVE TO FIRE TWICE.

Climb over the crates at the bottom of the ramp and follow the walkway between the stacked crates. Knock out the first guard you find and add him to your collection. Follow the walkway until you get to a long, open path down the center of the

room. Fire a Howler Punk near you to lure the guards over, then wrap them up. Hunt down any remaining guards with your Bola Blast and drop them with your Zappflies.

Run up the ramp in the center of the room and smash the boards at the top. Travel along the curved hallway until your radar turns on and you can see the room at the end. Fire a Howler Punk to lure the guards into the hall. Wrap them up and collect them so they don't get in your way.



THE RAMP IN THE CENTER OF THE LARGE ROOM IS WHERE YOU NEED TO GO, BUT FIRST YOU MUST DEAL WITH THE WOLVARKS ROAMING AROUND.

After the three guards patrolling the bottom floor have been neutralized, you can head up the spiraling ramp in the next room. As you move up, shoot the explosive barrels the Wolvarks like to stand next to. If the explosion doesn't knock them out of commission, your Zappflies will. Continue up the ramp, taking out all the guards that get in your way. Activate the blue switch at the top to open the door and move into the next hallway.



SHOOT THE ORANGE BARRELS ALONG THE SPIRALING RAMP TO KILL THE STUPID WOLVARKS STANDING CLOSEBY.

Move down the long, wooden hallway and get behind the large, green container on the left side. Fire a Howler Punk to lure over the two guards down the hall. A Bola Blast wraps them up for you to collect.

More enemies wait for you around the corner. Peek around the corner and fire your Rabid Fuzzles into the mix to cause those Wolvarks to temporarily forget about you. Rush down the next hallway and fire more Fuzzles to keep the chaos going. Use your Bola Blast to wrap up faraway enemies and blast more Fuzzles to destroy those that are close. Use the large storage container in the area as cover while you fight.



FIRE RABID FUZZLES AT THE WAITING WOLVARKS TO DISTRACT THEM SO YOU CAN GET IN CLOSE.

After the last of the Wolvarks in the area has been defeated, you can continue down the path that leads under the waterfall and into a cave in the mountain. Follow the trail inside the cave and climb the rope at the end. Run along the upper trail and it eventually leads you to a hidden lake you can enter.

The Grubbs are there to meet you and are impressed that you made it through the Wolvark Facility. Apparently, you took the long and dangerous route to get to the boat, so those little Grubbs could see that you are truly a powerful Steef. You passed the test, but the boat you were after looks like a bunch of scraps. You don't have much time to think about it because the Grubb village is under attack. Fight off the Wolvark forces and the Grubbs fix up that junky boat for your return.

RIOT SLUG

An improvement on the Thudslugs, the Riot Slugs provide some heavy firepower. Use them when you want to utterly defeat an opponent and turn them into bloody splatters.



THE GRUBB BOAT IN THE LAKE IS A PIECE OF JUNK. HOPEFULLY, THOSE GRUBBS CAN FIX IT UP FOR YOU.

SAVE THE NATIVE VILLAGE

The tunnel behind the Grubbs leads back outside and is a shortcut back to the village. Break the ammo boxes in the tunnel to collect the Sniper Wasps. With your ammo collected, follow the trail out of the cave past the open gate and to the left. When you get to the Grubb village, you can see and hear that it is under attack.

After you enter the valley of the Grubbs, bring up your scope and get your Sniper Wasps ready. The Wolvarks are heading into the village. Drop any fools within range on the ground. After you take out a few of them, follow the left wall of the canyon. You climb a small, stone ramp to a walkway along the cliff wall. Get behind the stone structure on the walkway to use it as cover while you fight the Wolvarks. Fire a Howler Punk at the cliff wall to lure the Wolvarks over. When you get a nice collection of enemies, you can finish them with Boombats or add them to your collection.



GET BEHIND THE SHACK ON THE WALKWAY ALONG THE CLIFF WALL TO USE IT AS COVER FROM WOLVARK FIRE.



STAND NEXT TO THE SHACK OPPOSITE THE VILLAGE AND FACE THE CLIFF WALL. LURE THE WOLVARKS OVER WITH YOUR HOWLER PUNKS, THEN WRAP THEM UP TO COLLECT THEM OR BLAST THEM TO PIECES WITH YOUR BOOMBATS.

The Wolvarks are tough customers. A single Riot Slug probably isn't enough to finish them off. Always check to make sure an enemy you shoot is down for the count before you turn your back on it.



Be sure to collect as many Wolvarks as you can to add to your breeder bag. This will keep your ammo filled.

After you've taken out a number of the Wolvarks, they call for reinforcements. A drop ship lands outside the village with more troops. Run around the shack to stand on the side that faces the village. Fire a Howler Punk against the cliff wall to lure those Wolvarks over, then blast them. If an enemy fires at you from behind, move around the shack to cover yourself.

After you annihilate the second wave of attackers, the Wolvarks call in another drop ship. The ship lands in the village, so get on the side of the shack facing away from the village again. Fire a Howler Punk into the corner of the cliff wall next to you. A Bola Blast wraps up your enemies when they get close to investigate, but a Boombast will take a lot of them out. Capture the incapacitated enemies to get them out of the way.



ANOTHER DROP SHIP BRINGS MORE WOLVARK REINFORCEMENTS FOR YOU TO FIGHT. THE GRUBB BOAT BETTER BE WORTH IT.



SUPER STINGBEE

These killer bees are even more ticked off than the first bunch. They can be fired in rapid succession, inflicting moderate damage on your foes, and can even chase after your enemies.



HEAD NORTH TO LAST LEGS

**TAKE OUT THE LAST OF THE WOLVARK ATTACKERS,
AND THE VILLAGE IS SAFE.**

After you take out all the attacking Wolvarks, the city is safe and you can return to the Grubbs fixing your boat. Head out of the village and backtrack along the trail. When you get to the split in the trail, take the right path through the open wooden gate. Follow the trail into the cave until you get to the lake inside.

Your boat has been fixed and is all ready for you. The natives inside tell you that the Wolvarks are planning on invading Last Legs, which is the Grubbs' last stronghold in the area. If that goes, the Grubbs are done for. You have to follow the river upstream to Last Legs and then on to Sekto's Dam. Before you go, those natives give you new ammo and improved armor.



**THOSE GRUBB NATIVES DID A GOOD JOB FIXING UP YOUR
BOAT. YOU BETTER HOPE IT'S SEAWORTHY.**

The following cave spits you outside into a narrow canyon. Steer your boat along the left shore, where you find enemies guarding the beach. Slowly drift along the shore and bring up your crossbow with Zappflies. When you get close enough to enemies, your boat's automatic gun starts shooting at them. Use the Zappflies to shoot the explosive barrels on the beach and help bury those Wolvarks.



SLOWLY DRIFT PAST THE BEACH SO YOU AND YOUR BOAT CAN MOW DOWN YOUR ENEMIES WITH RELENTLESS GUNFIRE.

You can steer your boat when you're holding your crossbow, it's just slow.

With the first beach cleared, you can head across the water to the other side of the canyon. A large barge is docked next to the beach. The barge is crawling with Wolvarks who want a piece of you. Fortunately, it also has explosive barrels along the top. Hit all the barrels to cause massive explosions, sinking the craft.

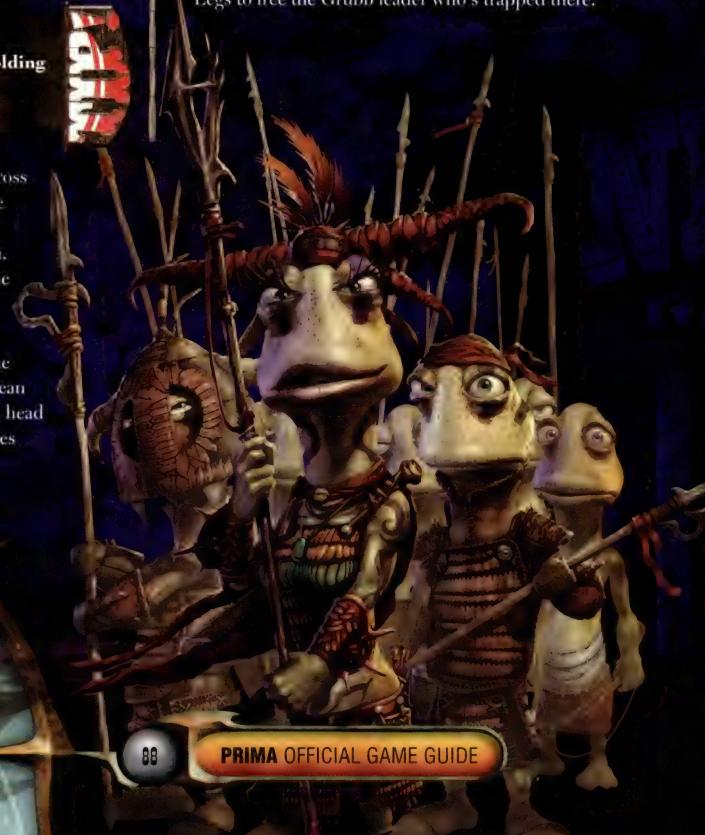
After the barge has been sunk, steer along the shore while your boat's automatic gun helps clean the beach of enemies. Get out of your boat and head up the beach along the cliff wall. Hit the enemies

ahead with your Zappflies and Riot Slugs. Knocking them into the water sends them to an early grave. After you've cleared off the land, head across the double bridges at the top. Activate the blue switch to open the gate and you can return to your boat.



AFTER YOU DETONATE ALL THE EXPLOSIVE BARRELS ON THE SHIP, IT EXPLODES AND SINKS INTO A WATERY GRAVE.

Paddle your boat upriver until you see the cutscene, where native tells you that those Wolvarks are attacking Last Legs and have blocked the path up the river. You need to get to Last Legs to free the Grubb leader who's trapped there.



Climb back into your boat and steer upriver past the rushing waterfall. Row along the left side of the canyon and the sandy beach you find. When you start to take fire from enemies on the beach, exit your boat and duck behind the green crate on dry land for cover. Join your boat gun as it automatically fires at your enemies. Travel down the beach, taking out the landlocked Wolvarks as you go.



LET YOUR AUTOMATIC BOAT GUN SHOOT YOUR ENEMIES FROM THE WATER WHILE YOU TAKE THEM OUT FROM THE LAND.

After the land is free of Wolvark scum, you can return to your boat and concentrate on those out on the floating barge. Move around the vessel to shoot all three sets of explosive barrels on the top deck. After the last of the barrels has been detonated, the ship sinks, killing everyone on board.

Continue upriver to another barge on the right of the river. Concentrate on hitting the explosive barrels. Paddle your boat in the water between the barge and the cliff wall to hit all three sets of barrels and sink the vessel.



DESTROY ALL THREE SETS OF ORANGE BARRELS ON THOSE BARGES TO SEND THEM TO THE BOTTOM OF THE RIVER.

The river ahead is blocked with a gate. Get off the boat and climb the rope along the cliff wall where you just destroyed the last barge. Run along the dirt area and blast the three Wolvark guards with your Bola Blasts. Collect them or blast them with Riot Slugs to finish them.

Two more Wolvarks are on the other side of the river across the bridges. Use your Bola Blasts to incapacitate them, making them easy collections. After all the Wolvarks are gone, you can cross the bridge to the other side. Activate the blue control switch to open the gate. Backtrack to your boat and steer it through the open gate. Continue upriver until you get to the Last Legs area.



DEFEAT THE WOLVARKS GUARDING THE AREA. THEN CROSS THE BRIDGE, WHERE YOU CAN ACTIVATE THE CONTROLS TO OPEN THE GATE BLOCKING THE RIVER.



LAST LEGS

To Sekto Springs Dam

THE COLD AND SNOWY VILLAGE OF LAST LEGS IS IN THE DISTANCE ACROSS THE WATER. THE WOLVARKS ARE ATTACKING THE VILLAGE AND THE GRUBB NATIVES ARE DOING THEIR BEST TO FEND OFF THE ASSAULT. THE GRUBB LEADER IS INSIDE, AND IT'S YOUR JOB TO DO THE RESCUE. WITH THE GRUBB LEADER SAFE, YOU CAN CONTINUE WITH YOUR REAL GOAL, WHICH IS TO GET TO SEKTO.



ODDWORLD
STRANGER'S WRATH

RESUCE THE GRUBB LEADER IN LAST LEGS

Cut your boat through the water and toward the beach. As you approach, your radar turns on, and you can see the Wolvarks attacking the village. Pull your boat up to the Wolvark landing craft on the beach to let your automatic gun cut through your enemies. Get out of your boat and duck behind the landing craft until all the enemies on the beach are dead. Help out your auto gun by blasting the guards with your Riot Slugs and Zappflies.



LAND YOUR BOAT NEXT TO THE WOLVARK LANDING CRAFT AND LET YOUR AUTOMATIC GUN DO ALL THE WORK.

After the beach is clear, you can head for the front gate. Use a Balamite Blast to wrap up the two guards inside. Once they are collected, you can follow the tunnel into the city. Follow the tunnel until it leads to the open sky in the center of the native stronghold. Fire a Howler Punk just inside the exit and duck back farther into the tunnel. Wait for the two guards to investigate, then wrap them up with a Bola Blast and add them to your collection.

A guard across from the tunnel exit watches from an alcove in the wall. Knock him out with a Sniper Wasp. More Wolvarks are in the courtyard around the right wall. Fire a Howler Punk in front of the fire across from you. When those Wolvarks go to investigate, a Bola Blast sends them to their deaths in the fire.



THE COURTYARD CAN BE A DANGEROUS PLACE.
LURE YOUR ENEMIES CLOSER TO YOU.

Keep luring the guards to their deaths until the ground of the courtyard is free of enemies. Peek around the corner of the building and drop the snipers on the walkway above the door in the distance with your Sniper Wasps. After the last one falls, you can make your way through the courtyard and toward the door.

If the gate doesn't open by the time you get there, break it down. Unfortunately, you won't like what you find. A lot more guards are waiting for you on the other side. Fire a Boombat into their midst to get the party started. Blast any guard still standing after the explosion with a Riot Slug shot. Take out anyone still alive and collect the bodies on the ground.



BLAST ALL THOSE WOLVARKS BEHIND THE LARGE DOOR.

After the gate area is clear, follow the brown trail deeper into Last Legs, but stop just before the trail turns a corner to the right. A sniper is hiding in an alcove in the wall near the corner. Use a Zappfly to send him plunging to his death. Peek around the corner to find another sniper in the wall across the way. Another well-placed Zappfly causes him to die on the ground below.

With the snipers gone, you can continue along the trail and over the dirt embankment. A transport vehicle rolls in to unload Wolvarks down the trail to the left, so as soon as you hit the ground run to the right. The area to the right has a nice hiding area behind some walls, perfect for you to lure over unsuspecting guards. Shoot a Howler Punk in front of the fire, then hit those Wolvarks with a Bola Blast to knock them into the flames for a quick death. Blast the rest with Riot Slugs and Boombats.



HIDE BEHIND THE BROKEN WALLS, WHERE YOU CAN SAFELY TAKE OUT THOSE STUPID WOLVARKS. TRY KNOCKING THEM INTO THE FIRE FOR IMMEDIATE RESULTS.

Finish off any more Wolvarks still in the area, then follow the trail again. After a few turns in the path, you can see a long stretch of trail to the right. A heated battle is going on as the Grubbs are trying to defend the gate at the end. You need to take out all the attacking Wolvarks.

Use your Sniper Wasps to take out all the guards you can see. Once your Wasps are depleted, rush down the trail toward the gate. Knock out any Wolvarks that spot you as you travel along the left wall. Just before the closed gate is a little alcove in the left wall that makes a perfect hiding spot.



THE ALCOVE IN THE LEFT WALL, NEAR THE GATE IS A GREAT PLACE TO MAKE YOUR STAND AGAINST THOSE WOLVARKS.

From your hiding spot, you can lure Wolvarks close with your Howler Punk. If one enemy comes over, a combination of Zappflies and Super Stungbees does the trick. If multiple enemies are lured over, use your Boombats to hit all of them, or wrap them up with a Bola Blast so you have more time to deal with them.

Continue to use the same fighting techniques as more Wolvarks rush your location, and don't stray too far from your hiding spot. After the Wolvarks have been cleaned out, a Shock Tank breaks through the wall across from your hiding spot. It's pretty slow, so you have plenty of time to fire enough Riot Slugs and Boombats at it to break it open. After it crumbles, defeat the Wolvark inside and the guards accompanying it. After the Wolvarks are gone, the Grubbs open the gate for you.



WOLVARKS RUSH YOUR HIDING SPOT TO TAKE YOU OUT, BUT A ZAPPFLY BLAST DROPS THEM QUICKLY.





**THE ENEMY SHOCK TANK HAS A TOUGH OUTER SHELL THAT
REQUIRES A FEW RIOT SLUG HITS TO BREAK IT. ONCE YOU
CRACK IT OPEN, YOU CAN GET TO THE WOLVARK INSIDE.**

Head through the newly opened gate and you find the native leader. He's really glad to see you because he wants you to take Last Legs back. He wants you to get through the city's outer wall and get to Sekto's dam. That shouldn't be too tough for a strong Steef like yourself. And before you go, you even get new armor and new ammo.

BOOMBAT SEEKERS

Boombat Seekers are not only more powerful than their predecessors, but one shot fires three of these tough critters at your target. These little buggers are great at taking out groups of enemies at a time.



SPARK STUNKZ

Spark Stunkz are extremely useful in dealing with large groups of enemies. Fire these babies near a group of Wolvarks and the whole lot gets sucked over to the Stunkz' location and are knocked out.



When you return to the streets of Last Legs, get behind the broken wall ahead of you to the left. A large deployment of Wolvarks enter the area from around the corner. Time to test out your new ammo. Fire a Spark Stunkz into the middle of the group, then hit them with your Boombat Seekers a couple times. Fire another Spark Stunkz if you need to round up everybody again. If there are only a few stragglers, knock them out with Riot Slugs so you can head down the path.



THOSE WOLVARKS FOOLISHLY RUSH IN TO THEIR DEATHS.

Follow the path as it winds through the broken remains of Last Legs. As soon as you pass some snow-covered trees, your radar turns on, alerting you to the presence of enemies nearby. More guards enter the area from around the corner. Once again, repeatedly use your Spark Stunkz and Boombat Seekers to knock them all out. Collect the bodies on the ground to replenish your ammo.

Farther down the path, your radar turns on again, and you can hear enemy voices around the corner. Fire a Howler Punk in the corner nearby to get those guards close together so you can wrap them up with a Bola Blast. Gather up the Wolvarks while they're incapacitated. Two more guards are farther down the trail, so wrap them up with your Bolamite Blast and add them to your breeder bag.



YOUR RADAR ALERTS YOU TO THE PRESENCE OF GUARDS AROUND THE CORNER SO YOU CAN GET THE UPPER HAND ON THEM.

The trail you're following leads to a hallway running through the insides of the village. Follow the passageway until it leads you back outside again. The Grubbs are waiting to take on the Wolvarks out there.

Arm your crossbow with Riot Slugs and Boombat Seekers and rush down to join the natives. When you get close, blast the bad guys with your ammo. Use the indestructible crates littering the ground as cover. Move from crate to crate to head farther down the snowy path. Every time a Wolvark steps up to stop you, plant a Boombat Seeker or Riot Slug in his face to take him out quickly.

After you take out the last of the Wolvarks in the vicinity, run down to the end of the snow-covered area. The Grubb natives are now able to fire their guns and break the debris those Wolvarks used to block the water. Now you can continue to Sekto's dam.



USE THE CRATES IN THE SNOW-COVERED AREA AS COVER WHILE USING YOUR BOOMBAT SEEKERS TO DESTROY THOSE WOLVARKS.

SEKTO SPRINGS DAM

Get in your boat because it's time to continue up the river toward Sekto Springs Dam where Sekto is. The chill, blue water is eerily calm as you paddle forward, leaving the charred remains of Last Legs behind you. A small dam blocks the water in front of you, so head into the cave to the left. Your trip through the dim cave is peaceful because there are no enemies around. At last the cave spits you back out on the other side of the small dam that forced you into the cave.

Follow the water to the left to see the giant dam. The Wolvarks are worried that the Grubbs are up to something, so they've put the place in lockdown. Before you can enter the facility, you have to take out the guards and open the locks.

Two docks sit outside the giant door leading into the dam. Paddle your boat to the dock and let your automatic gun rip apart the guard standing there. Stop your boat at the end of the dock and climb the ramp leading out of the water.



THE WATERWAY IS BLOCKED, SO YOU HAVE TO PADDLE THROUGH THE CREEPY TUNNEL TO GET TO THE OTHER SIDE.





TO OPEN THE GIANT GATE TO THE FACILITY, YOU HAVE TO ACTIVATE A SWITCH ON BOTH DOCKS.

A giant turret gun next to the gate unloads in your direction whenever it sees you. Get behind the red base of the large crane for cover. Move along the left side of the snowy dock while staying close to the large containers. As you go, use your Riot Slugs to drop any Wolvarks stupid enough to get in your way.

You need to get to the ramp at the end of the dock. Unfortunately, Wolvarks guard the area, and the two gun turrets on the wall near the gate are ready for you. Run along the left of the dock and hide behind the post to the left of the ramp. Use Riot Slugs and Super Stingbees to drop the guards who come down to get you, then finish off the rest.



THE POST AT THE BOTTOM OF THE RAMP GIVES YOU GREAT PROTECTION FROM THE GUARDS AND THE LARGE TURRET GUNS ON THE WALL.

Before you go anywhere, you have to take out the guns on the wall. Peek around the right of the post and fire Boombat Seekers or Riot Slugs at the first gun on the wall. After it explodes, look for the second one on the wall ahead. Fire at the second gun until it explodes as well.

With both guns gone, you can climb to the top of the ramp and activate the switch. Power surges through the wires above, and the first lock opens. Break any of the ammo boxes that litter the area and return to your boat. Paddle to the other dock and get off on the ramp at the end.

Climb the ramp and drop the Wolvarks near the switch with your Riot Slugs. When your radar shows that all the enemies are gone, activate the second switch up the ramp at the other end of the dock. Backtrack to your boat and row to the opening of the facility.



ACTIVATE THE FIRST SWITCH, AND ONE OF THE LOCKS OPENS TO THE GIANT GATE TO THE FACILITY.





STEER YOUR BOAT TOWARD THE OPEN GATE
TO THE DAM FACILITY.

NAVIGATE THROUGH THE DAM FACILITY

Keep your boat at a slow pace after you enter the facility. Wolvarks guard both sides of the waterway. Your gun turret opens fire as soon as it gets a target. Aid your gun turret by shooting the explosive barrels on both sides. Any Wolvarks that aren't killed by the explosion are mopped up by your boat's gun and your Zapplies.

Once the enemies are gone, continue to row your boat through the next open gate. The water level rises, bringing you and your boat to another gate above you. After the water stops rising, the gate opens, and you can paddle to the small dock on the right.



HELP YOUR GUN TURRET TAKE OUT THE WOLVARKS
IN THE AREA BY SHOOTING THE EXPLOSIVE BARRELS ON
THE SIDES OF THE BUILDING.

After you get on the dock, lure enemy guards down to you with the Howler Punks. Blast them with Zapplies and Riot Slugs to knock them out for good. When you can't get any more guards down to you, you have to take the fight to them. Climb the ramp and drop any more guards at the top. Use your Riot Slugs to dismantle the large, round turret gun on the wall to the left of the ramp.

With the bottom level clear, you can head up the next set of ramps around the corner from the first. Travel halfway up the ramp after you find the boxes of Super Stingbees until you're spotted, then retreat back around the corner you just came from. Wait for the Wolvarks to come to you, then blast them with Riot Slugs and Zapplies. Use your Howler Punk if you need to entice any more of the Wolvarks to come to you.



ONCE YOU'VE BEEN SPOTTED, THE WOLVARKS COME TO YOU.
THEN YOU CAN DEAL WITH THEM ONE AT A TIME.

ODDWORLD
STRANGER'S WRATH

Climb the last ramp to the top level, where you can finish off any more thugs still in the area. Use your Sniper Wasps to take out any snipers on the upper walkways across from the room. Break one of the large windows, if it hasn't already been busted out, and follow the walkway on the left as it winds around the room. At the end of the walkway, you see a guard through the window to the right. Break the window and knock him down with a Zappfly, then use your double jump to get to him.

Once you get into the room, more enemies decide they want a piece of you and come charging down to meet you. Use the wall near the window to cover you from their attacks. As soon as they come around the corner, you can use Riot Slugs and Zappflies to drop them. Follow the set of ramps all the way to the top and take out any resistance you encounter along the way. Activate the switch at the top to open the next gate on the water below.

If you don't make the double jump into the room across the way, you'll fall to a small landing below, where you can climb a rope to get back up.



SHOOT THE WOLVARK GUARD IN THE WINDOW, THEN USE YOUR DOUBLE JUMP TO GET ACROSS THE GAP AND FIGHT MORE GUARDS.

With the gate open, you can make the long fall to the water below. Get in your boat and paddle through the now-open gate. The water level rises again until you get to another gate above you. You can hear over the loudspeaker that the Wolvarks are aware of your presence and are out to get you. Follow the waterway past the next gate and you see the Wolvarks putting the place on lockdown.

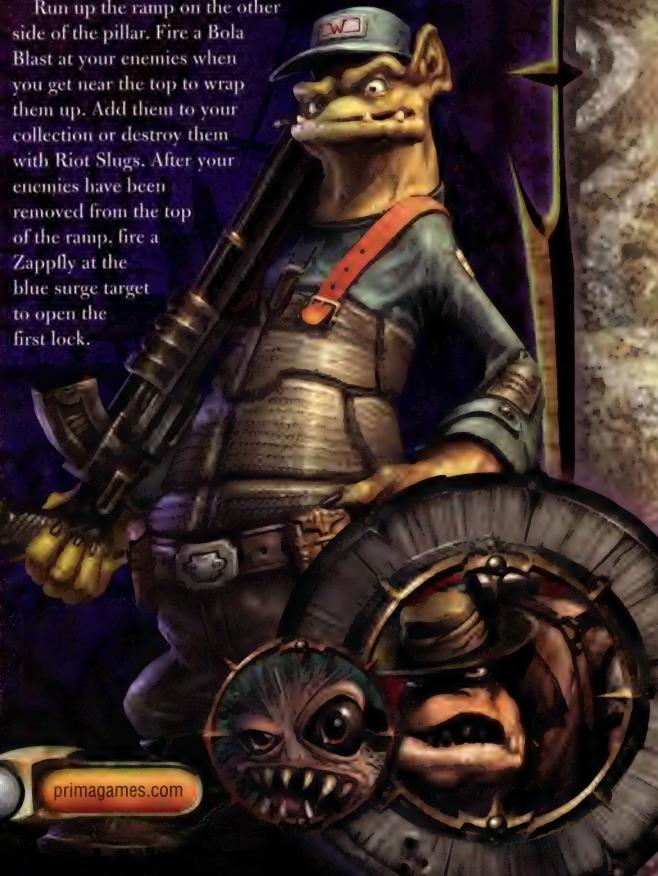
Slowly paddle down the narrow waterway. When you get to the two buoys in the water, the automatic gun on your boat takes out some Wolvarks on a small dock to the left. Fire your Zappflies over there to add to the gunfire.



THE ELEVATOR LEADING DEEPER INTO THE COMPLEX IS STRAIGHT AHEAD, BUT FIRST YOU MUST TAKE OUT THE WOLVARKS ON THE DOCK NEARBY.

Speed past the small dock those Wolvarks were on and beach your craft on the left ramp to the main facility. Climb the rope and hop over the tall fence. Kill the Sleghandler walking around the lower area with Super Stingbees and Zappflies.

Run up the ramp on the other side of the pillar. Fire a Bola Blast at your enemies when you get near the top to wrap them up. Add them to your collection or destroy them with Riot Slugs. After your enemies have been removed from the top of the ramp, fire a Zappfly at the blue surge target to open the first lock.





THE PILLAR TO YOUR LEFT BLOCKS ENEMY FIRE WHILE YOU DO A LITTLE HOUSECLEANING ON THE LOWER LEVEL.

Return to the bottom level. Follow the fence on the right to get to the second lock you need to open. When you get close to the top, use your Bola Blast to wrap up the four Wolvarks guarding the lock. Blast them with Riot Slugs to put them out of their misery. Fire your Zappflies to hit the blue surge target that opens the last lock.

Backtrack down the ramp and clean up any Wolvarks who might still be alive in the lower area. When the coast is clear, run up the ramp at the very center of the facility.

Run around the corner to the left and follow the wall until you have a view of the bottom level. Take out the enemy gunman you find guarding the area. Run back to the top of the ramp and run along the other side to find a second gunman guarding that area. Return to the top of the center ramp and activate the blue switch next to the door.

Don't shoot the explosive barrel at the top of the center ramp because it will come in handy when fighting the boss.



BLAST THE WOLVARKS GUARDING THE LOCKS AT THE TOP OF THE SIDE RAMPS.



FOLLOW THE SIDE WALLS AT THE TOP OF THE RAMP TO FIND THE GUNMEN WATCHING THE LOWER LEVEL.



BOSS BLASTIN' TIME

Glokigli



Recommended Ammo:

Zappflies, Boombat Seekers, Riot Slugs

The door opens to the elevator, but before you can enter, you're greeted by Sekto's "little" pet. Retreat to the bottom of the ramp to get out of the creature's way and get some cover. Its attack consists of firing a sticky, green

substance that wraps you up in a helpless bundle. Then, while you're defenseless, it gets in close and whacks you with its pointy legs.



If you get caught by the creature's sticky, green goo, quickly swivel the left thumbstick around or use the triggers until you break free.



That is one ugly critter. The blast from the explosive barrel doesn't make it any prettier either.



Use your Boombat Seekers and Riot Slugs to teach that thing a lesson.

When the creature appears at the top of the ramp, blast the orange barrel to cause a powerful explosion, then hit the creature with your ammo. After you fire, duck around the corner at the bottom of the ramp to avoid enemy goo. Don't expose too much of your body or it will hit you. After you hear the slime hit the wall near you, peek out and hit the creature again.

BOSS BLASTIN' TIME

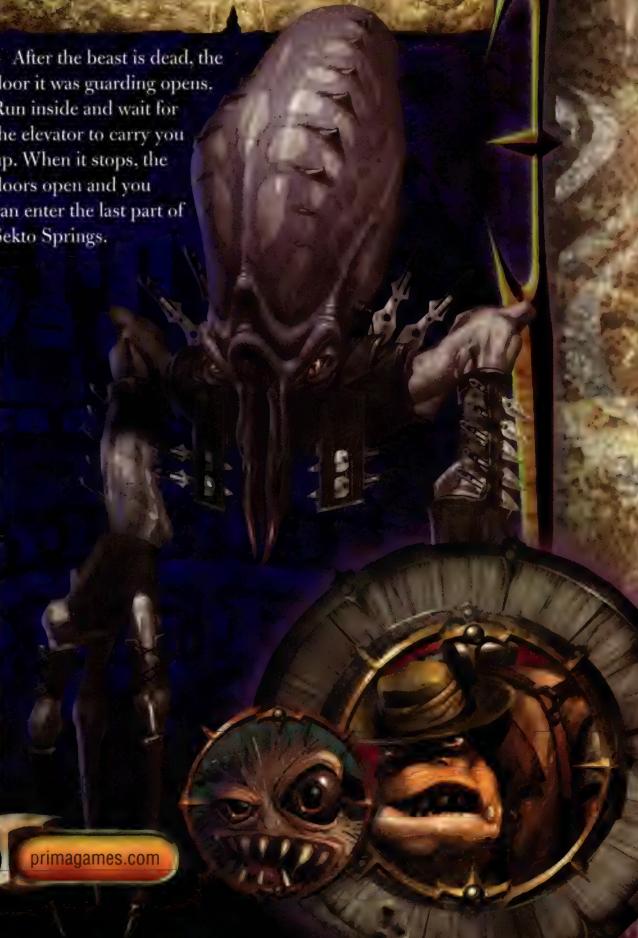
Glokigli (cont'd)

The creature keeps coming, so you have to be on the move. Run underneath the ramp and wait for the Glokigli to show its face. Hit it again with your powerful ammo, then retreat behind cover and repeat. As it gets close, you have to keep moving to find another corner to use as cover. Keep blasting that thing until it falls dead to the ground.



With the creature dead, the gate opens and you can find Sekto.

After the beast is dead, the door it was guarding opens. Run inside and wait for the elevator to carry you up. When it stops, the doors open and you can enter the last part of Sekto Springs.



SEKTO SPRINGS

YOU'RE DEEP INSIDE THE DAM AND CLOSER THAN EVER TO GETTING SEKTO. THE NATIVES HAVE STARTED THEIR ATTACK ON THE FACILITY, SO YOU NEED TO FIND HIM QUICKLY BEFORE THE WHOLE PLACE COLLAPSES.



Break the ammo boxes in the entryway to refill your supplies. Outside the entryway is a long expanse of water with some Wolvark guards on the upper walkway to the left. Fire a Spark Stunkz at the wall to the right. The powerful effect of the bomb pulls those guards off their walkway and into the deadly water below. Your first Spark Stunkz might not pull every guard off the walkway, so repeat as necessary until the coast is clear.



THE SPARK STUNKZ YANKS THOSE WOLVARKS OFF THE WALKWAY AND INTO A WATERY GRAVE.

With all the guards dead, you can swim across the still water. Head around the right corner and you see a whole mess of Wolvarks riding up in a large elevator. From the corner, fire a Spark Stunkz at the storage containers behind them to draw the Wolvarks into the water. Take out any stragglers still causing trouble with your Super Stingbees and Riot Slugs.

Don't leave the safety of the corner just yet because more dangers lurk out in the open. Two guard towers watch over the area behind the elevator, and each one has a guard in it. Take out each guard with a well-placed Sniper Wasp.



The natives have begun their attack and are shooting balls of flames at the dam. If you are hit, you can be knocked around, or if you are standing in the wrong spot, you can be knocked off a ledge and killed.



THIS AREA IS CRAWLING WITH WOLVARKS. FIRE A SPARK STUNKZ INTO THE DISTANCE TO DRAW THE BAD GUYS INTO THE WATER.

After all the Wolvarks in the area are gone, you can continue. Run over the elevator platform and jump in the water. Swim around the left corner and bring your scope up. Hit the guards near the water first, then use the Sniper Wasps to send the Wolvark in the guard tower to his death.



Swim forward to the water's edge and you find Shock Tanks to the left. While still in the water, fire a combination of Riot Slugs and Boombat Seekers to break those things. Once the Wolvarks inside are exposed, you can drop them with your Super Stingbees and Zapplies.

With the ground empty of enemies, you can jump onto dry land and run to the guard tower down the way. Climb the rope and dispose of the guard at the top. Activate the blue switch before you drop to the ground. Run to the other guard tower and activate another blue switch. After both switches have been hit, the gate in the center of the area opens.



HIT THE SHOCK TANKS IN THE AREA WITH RIOT SLUGS AND BOOMBAT SEEKERS TO BREAK THEM OPEN.



TAKE OUT THE LAST GUARD IN THE TOWER, THEN ACTIVATE THE FIRST BLUE SWITCH TO OPEN THE GATE.

The large hallway beyond the door contains boxes with every kind of ammo you need. Break the boxes to refill your supplies and follow the hall up. As you move forward you encounter a group of guards waiting for you. Use a Bolomite Blast to stop them, then add them to your breeder bag. Keep going up until you run into another group of Wolvarks. Take them out like the last group and follow the hall to a closed gate. Stand in front of the gate and wait for it to open. Behind the gate are the enormous insides of the dam.



THE INSIDE OF THE DAM IS HUGE.

Run for the structure straight ahead of you. You need to get to the second floor of the structure, and luckily there is a ramp for you to climb. Before you get too close, enemies shoot out the windows above and take shots at you. Stay behind one of the large containers in the area and use your Sniper Wasps to drop anyone near the windows or the ramp. When the coast is clear, head up the ramp and drop anyone that gets in your way.



More Wolvarks are waiting farther in the room. Fire a Spark Stunkz at the large piece of machinery in the back of the room. When the guards get pulled to it, they get electrocuted. Any Wolvark that gets up needs to be put back down with your Riot Slugs or Zappflies. Collect the bodies to add to your Breeder Bag.



FIRE A SPARK STUNKZ TO DRAW THE WOLVARKS TO THE MACHINERY WHERE THEY'LL GET ELECTROCUTED.

After you deal with the last enemy on your floor, you can head up the ramp in the center of the room. As you start to move up the second ramp, your radar turns on and you can see that enemies are on the floor where you're heading. Run to the top and fire a Spark Stunkz at the machinery across from the ramp.

The first jolt won't kill the guards, so you'll have to fire another shot at the electrical equipment to get most of the Wolvarks. Some probably escaped death, so you should be ready to keep going after them. Mop up survivors with Zappflies and Riot Slugs until the last one is out of the way.



ANOTHER PIECE OF ELECTRICAL MACHINERY TO FRY THOSE WOLVARKS.

Move up the ramp to the floor that you just cleared. Another set of ramps leads up to another floor. Right before you reach the next floor, your radar turns on, alerting you to more guards. The guards start to rush your location, so head back to the last floor you cleared. Use your Spark Stunkzs to bring your enemies down to you, where you can deal with them one at a time. Once the enemies get to you, suck them up for your collection. After all the Wolvarks have been handled, climb the ramp to the top floor.

Smash the glass door across the room from the ramp with your Zappflies. Climb the rope and jump to the top of the large container. On the other side of the clam, some Wolvarks start shooting at you. Shoot a number of Rabid Fuzzles over there to keep them busy. Jump up the stacked crates and grab the rope that is running between both sides of the complex. Work your way hand over hand until you get to the other side of the building and can drop safely to the little landing below you.



CLIMB THE STACKED CRATES SO YOU CAN SHUFFLE ALONG THE ROPE TO THE OTHER SIDE.

Those Wolvarks are in the next room. Stay outside and stand around the corner from the shattered glass door so those Wolvarks don't hit you. Peek around the side and break the glass covering the electrical core in the center of the room with a Zappily blast. Fire a Spark Stunkz at the core to stick in all the nearby Wolvarks to their deaths.

Run down the first ramp to get to the floor below and blast any guards along the way. Once again you need to break the glass surrounding the electrical core. Once the glass is shattered, fire a Spark Stunkz at the center to pull the Wolvark there. When the guards hit the core, they are electrocuted and out of your way.



Move down the ramp to find more Wolvarks on the bottom floor. Break the glass covering the electrical core and fire more Spark Stunkz into it to get those guards to touch that machinery in the middle of the room and get electrocuted.



KNOCK THE GUARDS TO THEIR DEATHS WHILE THEY'RE OUT COLD.



PULL THE WOLVARKS TO THE MACHINERY IN THE MIDDLE OF THE ROOM TO REALLY GIVE THEM A SHOCK.

Head left in the bottom floor to find a ramp leading down. Run down the ramp to the ground below and get behind the first large crate. A Gloktigi breaks the glass door to the next

building. Peek around the corner and blast it with Riot Slugs and Boombat Seekers. Be sure to break out of your bindings if you're hit by the creature's sticky green goo. Move around your cover when it gets close. Keep up your attack until it's dead.



THE GLOKTIGI IS DANGEROUS, SO ONLY EXPOSE YOURSELF WHEN TAKING SHOTS AT IT.

Move into the building that creature came from and head to the right. A swarm of Wolvarks appear on the other side of the room. Retreat to the corner, near the door you entered, for some cover as soon as you see enemies.

Fire a Spark Stunkz into the room to round up those guards. Bring the Wolvarks over to your location using more Spark Stunkz and then wrap them up with a Bokamite Blast so you can collect them. Use your Riot Slugs to finish off anyone else still in the area.



ROUND UP THOSE WOLVARKS WITH SPARK STUNKZ FIRST.





THEN WRAP THEM UP AND COLLECT THEM.

Once all the enemies are gone, walk to the end of the room where all the guards came from. Turn left at the end of the room and activate the blue switch on the wall to open the door. Hit the guards at the top of the ramp with a Bola Blast so you can easily collect them when they are all wrapped up. Activate the switch to enter the next room.

After you enter the room, turn left and stand behind the doorway to the next room. Peek through the doorway and you see a Shock Tank and angry Wolvarks. Fire your Spark Stunkz at the large fans in the floor nearby to grind up any guards who get pulled over. Disable the tank with Riot Slugs and Boombat Seekers, then continue to fire Spark Stunkz at the fans to pull over the rest of the guards.



A SPARK STUNKZ DRAWS A LOT OF THE WOLVARKS TO AN EARLY DEATH ON THE SPINNING FANS.

Collect ammo from the ammo boxes nearby, then run through the room you just shot up. Turn left at the end of the room and activate the blue switch to open the door. Run up the ramp and activate the blue switch to open the next door.

Walk around the left corner of the next room and you're spotted by more Wolvarks. Shoot a couple of Spark Stunkz at the large electrical box in that room to draw your enemies to it. Repeat this process to get any stragglers who survived the first shocking. Run through the room, keeping the wall on your left. After you turn left at the end of the room, activate the switch to open the door.



THE SPARK STUNKZ GIVES THOSE WOLVARKS A RIDE. THEY'LL NEVER REMEMBER—BECAUSE THEY'RE DEAD.

Run up the left side of the ramp after the door opens. When you get to the top, duck behind the large container to the left. Peer around the left side and fire a Spark Stunkz at the orange barrel in the distance. Use a Zappfly to detonate the barrel after guards are pulled over.

Peer around the right side of the container and fire a Howler Punk at the explosive barrel on that side. Once again, you can blast the barrel with your Zappflies to create a huge explosion when those Wolvarks check it out. Round up any more stragglers in the area with a Spark Stunkz and add them to your collection of fallen enemies.





USE THE LARGE CONTAINER AS COVER WHILE YOU SECRETLY TAKE OUT THE WOLVARKS AND SHOCK TANK.

Activate the blue switch across from the top of the ramp to open the next door. The large tunnel behind the door leads to another door that opens when you get close. Step on the platform beyond and it lifts you higher into the dam. Move into the next room after the platform stops and activate the blue switch to open the door to the right.

Across from the door is a barred window that you can look through. A poor Grubb is getting shot by those naughty Wolvarks. Just when you think you'll have to look away, a unit of Grubb warriors runs in and saves the day, forcing the Wolvarks to retreat.



THOSE GRUBBS ARE FINALLY STANDING UP FOR THEMSELVES AND HAVE ENTERED THE DAM FOR A LITTLE PAYBACK.

After you watch the rescue mission, head up the ramp to the left. A sniper across the room tries to cut your life short with a few well-placed shots. Stay close to the right wall and get your scope ready. Ease out to the left until you can just see him in the distance and put a Sniper Wasp in his melon.

You can hear a Grubb on the loudspeaker telling you that the attack on the dam is going really well. Probably too well, considering you're still in the dam and haven't found Sekto yet. You only have three minutes to get to the hallway leading to Sekto's entrance. It's a long way between you and Sekto and you don't have much time to get there. You have to get your running legs ready and bolt for it. Only stop for a brief second to shake off any damage when you find some cover.

Run forward and follow the walkway as it spirals down to the lower level. Those natives are still attacking the dam and the place is falling apart. Run around the left side of the large chunk that fell to the floor while avoiding enemy gun fire.



TIME IS RUNNING OUT—IGNORE THE WOLVARKS AND KEEP GOING.



SEKTO SPRINGS

A Shock Tank is ahead in the distance—that's where you want to go. When you get to the tank, head down the hallway to the right and up the ramp. Remember that you don't have time to fight those Wolvarks shooting at you.

Climb the ramp and move through the room and around the fire, avoiding Wolvark bullets. More Wolvarks are in the room across from the fire, but keep running because time is ticking down. Luckily, there is electrical machinery in the center of the room. Hit the machinery with a Spark Stunkz to draw those guards to their deaths. Take out any survivors before you move on.



THE HUGE FIRE IN THE CENTER OF THE ROOM BLOCKS THE WAY SO YOU'LL HAVE TO GO AROUND IT.

Climb the ramp at the end of the room to get to the second floor. Wolvark guards are there to greet you. Fire one of your precious Spark Stunkzs at the machinery along the left wall to electrocute everyone on that floor and get them out of your way as you run. Snipers fire at you but you can't stop for them.



WOLVARK SNIPERS HIT YOU AS YOU RUN BUT YOU DON'T HAVE TIME TO DEAL WITH THEM.

After you clear the path, move around the big hole in the floor and start up the ramp on the other side. Follow the next set of ramps all the way to the top. Make a left into the hallway and jump the hole in the ground to the right to get to the next room. From this room, there is only one place to go and that's down. Jump on the downward path and ride it to the bottom.

As you get close to the bottom, you can see a Shock Tank and Wolvarks on the other side of a large container in the next room. You don't have time to fight, so run around your enemies, the Shock Tank, and the orange barrels to get past the large container.



THE WOLVARKS AND SHOCK TANKS WILL HAVE TO WAIT BECAUSE TIME IS FLYING.

Continue through the room and into the next hallway. In the distance, Wolvarks emerge from another hallway in the right wall. Blast them with a Spark Stunkz to get them out of the way and turn into the hallway that they came from and follow the ramp to the bottom.

Refill your health and bolt into the room. Two large turrets rain bullets down on you so keep up your speed. Guards want a piece of you too, but you're headed for the door in the distance. Run through the door before it closes.



SEKTO SPRINGS



RUN FOR THE DOOR IN THE DISTANCE.



FOLLOW THE RAMP UP AND TAKE OUT THOSE FOOLISH GUARDS.



THE GUNFIRE MIGHT HURT BUT YOU WON'T GET
TO SEKTO IF YOU STOP.

Follow the spiraling ramp on the other side of the door. Halfway up, you find some Wolvarks patrolling the area. Fire a Spark Stunkz in their midst to round them up so you can get them out of the way. Continue up the ramp to get to another group of guards. Fire another Spark Stunkz to round up these fools as well.



THAT LONG WALKWAY IS WHERE YOU NEED TO GO.

ODDWORLD STRANGER'S WRATH



RUN FAST. RUN VERY FAST.

Get ready for more enemies when the walkway begins to curve to the left. Keep running and avoid their shots. At the top of the walkway, there's a Shock Tank waiting to greet you. Run by it and you've almost reached your destination.



THE LAST PART OF THE WALKWAY HAS MORE WOLVARKS AND A SHOCK TANK.

Run up the rest of the walkway. When the walkway ends, you can make a sharp right and head down the red carpeted tunnel. As soon as you head through the doorway, the door closes. You made it safely to where you needed to go. The tunnel leads you deeper into the dam. The attack by the Grubbs is really taking its toll and the place is in shambles. Collect ammo from ammo boxes and run past the fire raging in the area all the way to the end of the red carpet.



THE PLACE LOOKS LIKE IT'S ABOUT TO FALL APART, BUT KEEP GOING. YOU'RE ALMOST TO SEKTO.



BOSS BLASTIN' TIME

Gloktigi (Double)



Recommended Ammo:
Boombat Seekers,
Super Stingbees, Riot
Slugs, Rabid Puzzles

You finally get to the inner part of the dam, where Sekto's office is. Before you can get to him, you have to take out two of his Gloktigi guards. Defeat his two pets and

it's on to a showdown with the evil Sekto. If you lose, your head will be mounted on his wall and he will slaughter the natives.

Fighting one Gloktigi is hard enough, so you've got your hands full with two. As soon as the fight begins, run behind one of the bookcases to your side.



ODDWORLD
STRANGERS WRATH

BOSS BLASTIN' TIME

Gloktigi (Double) (cont'd)

While blocked by your cover, peek out and send in a blast of Riot Slugs and Boombats, then duck back behind the bookcase when the creature tries to hit you with its green goo. When it's safe, you can peek out again and fire away. If the case breaks you'll have to get behind another one for more cover. If you get wrapped up, quickly break your bonds and get out of the way.

The Gloktigi try to avoid your blasts by turning translucent and squirting through the air and out of the way. They can run, but they can't hide, so keep firing whenever they materialize back to their solid forms.



Use the bookshelves as cover while you blast the Gloktigi trying to get you.



The Gloktigi turn into a translucent form to try to escape, so keep up the pressure.

BOSS BLASTIN' TIME

Gloktigi (Double)

(cont'd.)

Always try to keep the creatures in front of you. While you're fighting one, the other tries to sneak up behind you. It's a good idea to spray out more Rabid Fuzzles in the area so that you can be alert when the Gloktigi get close.

If a creature does get the drop on you, you'll get wrapped up in its goo and become immobilized. If you don't swivel your thumbstick around in time to break your bonds, the creature will come in close and hit you with its legs, sending you flying in a world of pain. Get back up, but don't try to run because you won't make it. Instead, bring up your crossbow loaded with Super Stingbees and rip into the creature attacking you. When it takes enough hits, it will turn translucent and escape. Find cover and return to your attack.



If the Gloktigi gets the drop on you, you'll feel the pain of its sharp legs.

Don't be afraid to move around the area. Just stay close to the bookshelves and never let one of those creatures get behind you. After the first one falls, you can concentrate all your attention on the last one. Beat it down with your powerful ammo until it's dead.

BOSS BLASTIN' TIME

Sekto

Recommended Ammo:
Super Stingbees,
Riot Slugs



Now that those Gloktigi are dead, it's down to just you and Sekto. Sekto appears before you in an electrical hovercraft with an orange generator on either side of him. Although you don't need to be reminded of why you're after him, Sekto has killed countless of your kind. This punk's got to pay. Before you're able to give him a beatdown, more Grubb fireballs crash into the area, causing more debris to fall around you. The place is falling apart, so you need to put Sekto down now.



Sekto looks pretty comfortable up there in his hovercraft, but it's your job to change all that.

BOSS BLASTIN' TIME

Sekto (cont'd)

As soon as the battle begins, stay behind the large stone debris that fell in front of you. Peek around the left side and fire at the orange generator with your Super Stingbees and Riot Slugs. As you fire at the generator, Sekto tries to destroy your cover with his big gun. Avoid getting damaged by his blast while keeping up your attack. You have to work quickly before Sekto is able to destroy your cover. The generator slowly deteriorates and goes from a solid orange chunk of metal to a charred and broken piece.

With the first generator out of commission, you need to concentrate on the second. Peek around the other side and blast this one just like the first. After you break the second generator, Sekto rules the area no more. His vehicle breaks and a piece of the ceiling falls on his head.

CAUTION
Sekto has a powerful gun that can not only take you for a ride but can also drain the life right out of you. Don't stay out in the open where he can get a clear sight on you.



This location gives you plenty of protection from Sekto's powerful gun.



After the generator turns into a charred hunk of scrap, you can move on to the second one.

You drag Sekto's lifeless body to the broken window of the dam and hoist it above your head. You have won and the Grubbs in the village below can see that their time of suffering is over. Your victory is short-lived, however, when the dam starts breaking apart.

The dam crumbles and the water forces its way through the walls of the dam. The precious liquid returns to the desperate land it was stolen from. The Grubbs and Clakkerz have been waiting a long time for this.

You make it out of the dam alive and can see its broken remains in the distance. The natives discover Sekto's body washed up on the beach, but when you check it out, you're in for a little surprise. The creature you thought was Sekto was really only the head. It had taken control of the Olden Steef's body.

The Olden Steef dies once he knows the water runs freely through the Mongo Valley. Everything is back to normal and that evil Sekto is gone for good—or is he?



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